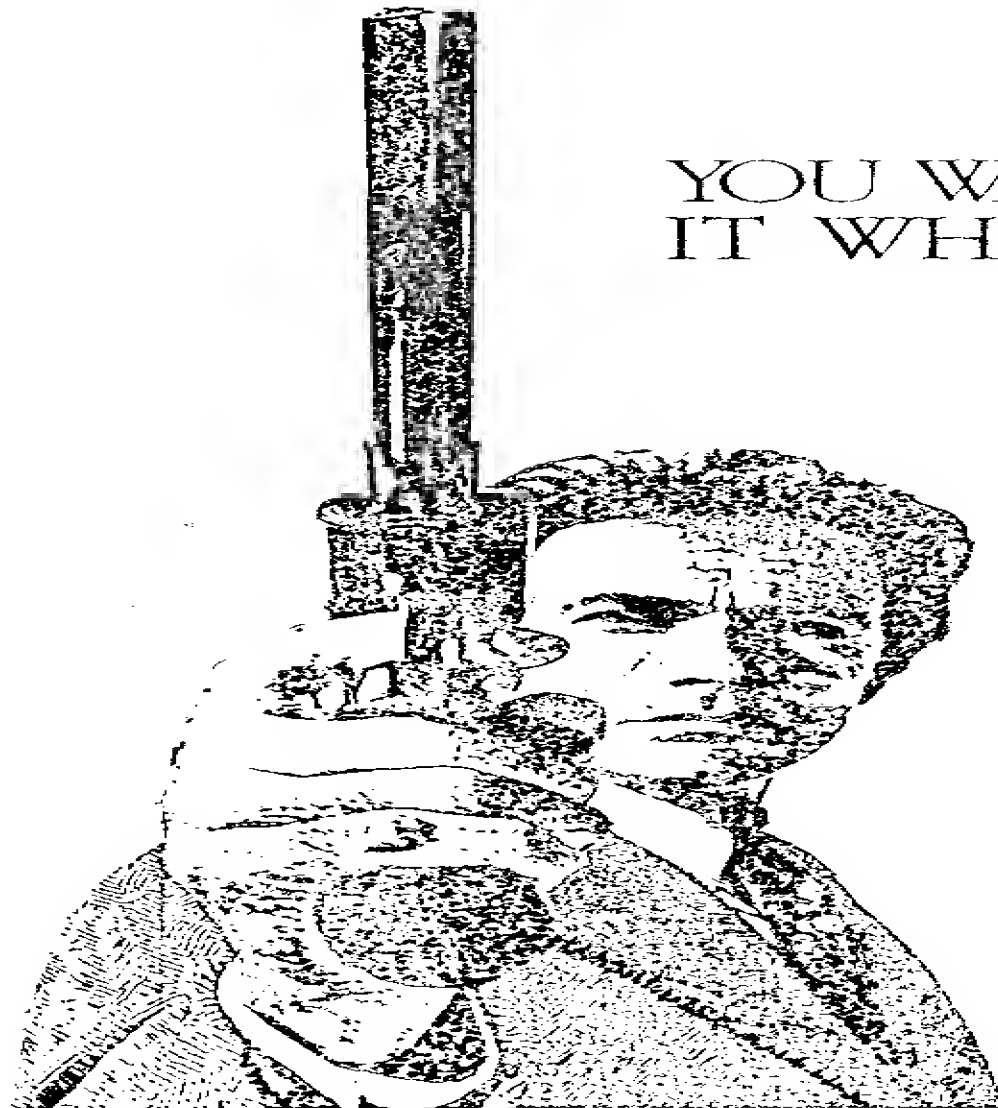


Karsa

* 111

YOU WANT
IT WHEN?!?





KAISSA



Vol.10, No.2; #111 XIX th Anniversary Issue !! *September 20, 1986*

THE NEW AGE IS
ABOUT TO BEGINShelf

Editor, Wednesday Sept.17th

So here we are after all this time. When I started publishing I knew that I would be around for a long time, but I didn't know if I would be publishing throughout. It has been an experience.

Some people date thier publishing start from thier first issue. For me that would be Clue & Key #1, Nov.24, 1976. A few date themselves from thier pre-start flyer. For me, that would be late September, 1976. Five issues of C&K later, I was to change the format, and title to KAISSA (April 24, 1977), so I have yet another 10th anniversary to celebrate before the story is ended. ("Hey, but what's this XIX th Annish business at the top of the page?") Ah, yes... There are also publishers who claim long ancestry based on some hobby zine which they revived from a former non-hobby existence. If I wished to join them- or less ominously, if I date from the very first hobby zine I ever published (albeit not this Hobby), I would ask you to note the Game Opening for PBM 1830, a railroad game which I'll run in The Casey Jones Express. It just so happens that 19 years ago (give back a month or take up to four months- June-Oct sometime), I was involved with the formation of a private club, and published the first newsletter for it: to wit The Casey Jones Express. It was the Model Railroading hobby, of course. The club went on, though a newsletter was not considered essential, so only one issue appeared. TCJE #2 will not look much different.

Needless to say, I didn't realize that I would ever be so involved with newsletters as I was to become some years later.

So, there is much to celebrate. Primarily my ten years of publishing. Except for Mimeo, I've used almost every format, style or variation that has ever been seen, always experimenting for a better zine. I still do so. It

is even a trademark that there is no set logo for the title- a hand drawn scene or logo appears almost every issue (although there is one I re-use on special issues such as this one). Change has been a constant here. Withal, there are some standards too- a lot of news, zine descriptions, and excellent maps; some of the hallmarks of GPA et.al. that are now common each issue.

Advertisements are also coming in and there will be at least three next time. What will we come to next!? Well- if this is a sample, why don't you subscribe and find out?

Whatever it is, it won't be boring!

Elmer

* * * * *

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* * * * *

The Hobby In Crisis

A State Of The Hobby Report

by W.E.J.Hinton Jr.

For years the PBM Hobby has been trundling along through what this writer termed a "Dark Age", with only a few shining lights, Renaissance-like, to light the way as certain people promoted themselves or thier feuds, but forgot about the field as a whole. One recent "flagship" publisher has gone blythely about proclaiming the glories of the field and the health of zines and games, when nothing could be further from the truth. The hobby is in a state of serious decline. This decline has been noted in the number of zines which are published. Sub-zines, those semi-autonomous columns within zines, have become the rage. Game openings, while not rare, are no longer common, and are available in limited quantities for the most part.

The most significant index of the hobby has always been the number of regular Diplomacy" games filled in each year. This kind of report was previously done about 10 years ago, although a watchful and responsible Boardman Number Custodian could have reported this state of affairs long before now. Look carefully at the table. It shows the number of games of Diplomacy" started in each of the years since the first game was run in 1963. The prospect through the 70's was good, with all years between 148 and 168 games in North America. Then, about 1980, a long steady decline appears, broken by a small surge in 1984. Then, in 1985, by actual count from EVERYTHING, the BNC report zine, only 100 domestic games were started. This is less than in any year since 1970 and is exceeded by as early a year as 1968. From the number of games starts reported through the summer of 1986, this year might even have as few as 90 Gamestarts! (That would be less than any year but one since 1968!) Why has this

come about? Part of the answer lies in an event only recently come to light.

Some months ago I wrote to Avalon-Hill in order to pose a question. As you know, ever since the days of GRI there has been a PBM flyer in each box of Diplomacy", directing aspiring players to the hobby in general, and Diplomacy world in particular. It is a fact that, for many years now D.W. has failed to gain a large circulation- falling to as little as one third it's high mark, and currently having about the fourth highest circulation in the field. Obviously, D.W., the main conduit for novices into the Hobby, was not attractive to them and might actually be giving them a very bad impression. There have been a few voices in the wilderness that recognize D.W. as having little quality worth the name these past few years.

Concerned that hobby growth was being slowed by this bad impression, I wrote to Avalon Hill (and was directed to Tom Shaw) to propose that certain offices, especially novice publications, be added to the AH flyer. I then received a major shock.

Mr. Shaw informed me, in very uncertain terms, that he felt the flyer had been discontinued. He had asked me for a copy, in the discussion, and when he finally found one said that the difficulty which he encountered indicated that they no longer put the flyer into the game. That a major executive of a game company should have such a difficult time ascertaining the component parts of his own company's product is not something I find easy to believe. I thereupon started very carefully asking novices, and a few others, when they got thier sets, and if a flyer was enclosed directing them to a PBM information source. Let me quote from

just two of the replies:

Michael Boyd: "So, you wanna know how I heard of PBM, do you? Well, I..."received) Diplomacy as one of my Christmas gifts. I liked the idea, and quickly started getting games up with my friends. However, in June..."we moved from Louisville, Kentucky, to here. I knew no one. Without any opponents, I wanted to get involved in PBM. I bought THE GENERAL (vol22 #5) which had a good, large article on PBM..."THE GENERAL listed some names, so I wrote to" (them).

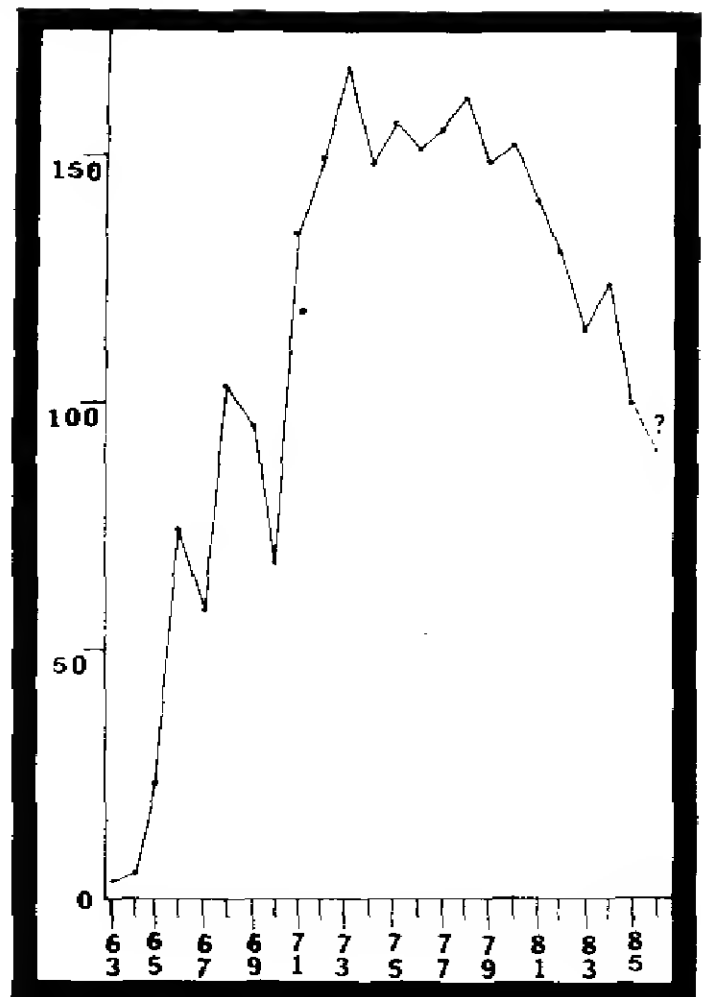
Not conclusive, but indicative as this is, as so many statements are, read the next, more definitive letter:

Fred Chang: "I bought my Diplomacy game in late '84 and did not get any PBM flyer. One reason it took me so long to get into PBM is that I sent for AH's THE GAMER'S GUIDE (R.Walker), which had his address. Months later I got a response from Larry Peery, who had gotten the address from him.

I wish there had been ANY information about the PBM aspect of the game when I received it. (My copy was the new "82" rules)."

I think that there is little doubt that the suspicions are true and that Diplomacy" games no longer carry the PBM introductory flyer. When this was cut off is not known, but the timing to include the "82" rulebook in 1983 may have included this change as well. Looking at the chart, one can see that the decline started long before, and that increased marketing after the latest rule change may actually have led to a small slowing of the slump instead of the reverse. AH's recent Diplomacy oriented issue and current interest in the hobby market indicate a continued interest and, presumably good will. So although this shocking news is very bad, and though it remains to be asked why Avalon Hill cut off the hobby without so much as informing the field of it's decision, it is clear that this is not the source of the decline. In recent articles, claims are made that Diplomacy" is actually a very good seller, and this too cannot be a factor.

The stoppage of the flyer, is not the problem, although its absence will hurt any effort to fight this decline. It remains a



fact that the hobby has been thrust on it's own resources, without any warning which would have enabled the field to take steps against any projected decline.

If the lack of the Dip PBM Flyer isn't the cause of this long term decline, what is?

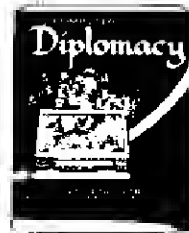
From the peak of domestic play in 1973, the period of 1972-1980 represents a plateau of achievement. Can any hobby event be correlated with that period- the upsurge at 1970-72 and the steady decline since 1980?

The 1971 rulebook was followed by marketing, and the active participation at many conventions of key hobby members. The factors which may have brought about the growth are not constant during the plateau period, although the flyer in force, the strong early D.W. under Buchanan, and the many well-funded services carried the field. There is a sharp decline in recent years in major convention attendance, according to some observers. The dependency of services for funding on 13-

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promptu donations or occational fund raising projects, or even to funds coming from unacceptably unethical sources, has put some strain on those projects. Over the period, don't forget that many offices dissappeared and have resurfaced only in the past two years or so.

Even this fairly clear picture of the state of the hobby before and after the decline does not give us a good idea of the why of decline, or the way to solving it.

Barring an outside effect, such as the growth of computer games, over which we have no control, and which would, if a contributing factor, spell the end of the field as we know it, there seems to be one major binding tie throughout that period, which did not exist before or since- I am speaking, of course, of the International Diplomacy Association- the one effective hobby organization (in a real sense the only hobby organization) to involve itself and its members in the real concerns of the field. Even in spite of it's bickering and politicising, it can never be said that IDA did not command the active participation of large segments of the field. When it fell it was not only a signal that the hobby might not be ready for an organization, but it sent a more subtle message, I think: that the hobby was not worthy of participation. Having failed to put its' house in order, the field seemed unworthy. The dates match. Even to some extent, the event match. It is quite possible that the existence of an organization in the hobby is what made the small but far reaching difference between stagnant decline and vibrant (if contentious) growth.

The obvious solution would seem to be to organize, for many reasons. Not only might it be a psychological boon, a sign to outsiders of stability and worthiness, but it can once again step in to fund services in a stable and fair manner. Moreover, with the loss of the Diplomacy" game PBM flyer to introduce Novices to the Hobby at large, one of the best first uses of such a new group would be to promote the Hobby- to put in a presence at conventions and consider other ways to market the idea of PBM participation.

Perhaps it is time to give up the child-like pettiness of our cherished "anarchy" and embrace the rich maturity and responsibility of co-operation as a community. I have cried as a voice in the wilderness against this kind of crisis before, without much result. I have argued against those who wish for a type of freedom, which now translates as a death knell for everyone. The cry for that anarchy is strong, but as Lichtenberg said "We live in a world where one fool makes many fools, but one wise man makes few wise men."

So, there can be no question that the field is in crisis. This year will, of course, see an upswing from my lowest doom figure due to the GENERAL 22.5, and the backlog of DW novices only just entering the field- perhaps as many as 120 games I would say, may result, but in no way a rise that would herald the end of the downward trend shown. We must end it by co-opertive action; by coming together and using that unified force to seek out and gain the new blood that we need.

So, I propose the organized alternative, an organization- a new thing in the field. As a member of that last turbulent IDA board, I know the pitfalls of a democratic group- which is why I propose something never before seen in the Hobby, although not uncommon in other hobbies- not a democratic organization per se, but a private club, one that, nevertheless, allows everyone a clear and present voice in all of it's proceedings. I offer you the P.G.C. option. Do you have the courage to take it?

(See the companion article: The PGC Option, in this issue!)

Asides #7 * * * * *

"You know you're in trouble when";

your doctor advises you to take up smoking.

you let yourself into the apartment of a friend to check on his pet coral snake and the cage is open...and empty.

your Mothers' Day card comes back marked "addressee unknown".

your daughter assures you the best birth control device is prayer.

* * * * *

The P.G.C. Option

If you have already read the article "Hobby In Crisis", also appearing in this issue, then you know that something must be done. Organization may not be the best way, nor the only way, to gain

the improvements needed to boost the Hobby's health, but it can be a sound first step. Therefore without further ado, allow me to present my alternative- the P.G.C. Option:

The POSTAL GAMERS CLUB (PGC) a/k/a
The Play-By-Mail Gamers Club (PBMGC)

B Y - L A W S :

1). The above named PGC (or PBMGC) is a private club founded under a Constitution, to promote PBM Hobby activities, provide information to gamers, and help fund worthy projects. The chief officer is the Executive Administrator, W.E.J.Hinton Jr., 20 Almont St., Nashua New Hampshire, 03060.

2). There shall be at least three additional officers:

a): Treasurer, to oversee the accounts of the club and make full quarterly, and annual, reports to the Executive Administrator, who shall publish these reports to the membership.

B): Corresponding Secretary, to correspond with members, to keep membership records (including the list of new members whose names and fee must be sent to the Executive Administrator monthly, and whose names must be sent to the Treasurer monthly), and to provide information to the membership as required. To correspond with other groups and act as liaison with them. To answer inquiries from potential members. He shall be responsible to produce reports in his area under the same rules as the Treasurer above.

C): Director of Promotion, to promote the club and the field in general, to organize conventions, booths at fairs and conventions where literature may be distributed, and to endeavor to make available any information and opportunities that will build a larger postal games hobby. He must also report in the same way as the above.

D): The Executive Administrator must collect and publish the foregoing reports for the membership each quarter and annually. The reports shall be due on the 15th day after the calendar quarter; the Exec. Administrators' newsletter shall appear no later than the first Saturday of the month following the above Deadline.

3). The Executive Administrator shall be the sole judge as to the interpretation of the Constitution and any rules, policies, by-laws, statutes, or other decisions by the club, in the event of a disputed interpretation.

4). The PGC shall be open for membership to anyone paying the semi-annual dues upon a confirmation vote by the membership. To be accepted, a new members' application must be approved by the membership. The dues, which may be reset at some future time, shall be initially set at \$10 per semi-annual (6-Month) period, and never lower than this amount. Each membership shall begin upon the first day of the quarter in which the fee is paid, with the understanding that full membership rights are not accorded retroactively.

Membership which is not approved earns a blackball (i.e. may not be resubmitted for one year.) Membership may be renewed without approval. Membership may not be revoked. However, a bill to disbar acceptance of the next renewal may be entered. Membership renewal shall be called for at least 30 days prior to the end of the membership period. If the renewal fee is not remitted prior to the first day after the membership period, membership ends, and the ex-member would be subject to the application procedure to re-enter. Vote to disbar renewal, if successful, also results in a Blackball. All officers must be members.

The fee shall be paid to the Executive Administrator's name, who shall hold the club account and be responsible for all payments. The Executive Administrator shall be responsible for informing the Treasurer of these payments, both incoming and outgoing.

5). All activities, assigned duties, creation of additional offices, seating of officers, establishment of priorities, and payment of funds, except as provided in the constitution, shall be subject to a vote of the full membership. Any member having a matter he wishes placed in the next newsletter for vote, shall make his statement in writing to the Executive Administrator, who shall publish this to the membership and call for a vote upon it. The majority decision of those voting shall decide all matters (Exception: These By-Laws, (Excepting only the amount of the semi-annual membership dues, which may be changed by majority vote), may only be changed by an affirmative vote equal to 4/5ths of the membership).

The newsletter for voting upon all matters (new memberships, funding, etc.), must be produced as necessary, but no more often than once per three weeks, nor shall any voting deadline ever exceed six weeks. Members must take steps to insure that their vote is received in writing before the Deadline. The cost of this newsletter, and the costs commensurate with the proper conduct of each office, may be reimbursed to each officer for the performance of designated duties without prior vote.

All voting shall be Town Meeting-Show of Hands style, open voting. The Executive Administrator shall publish the full list of those who have voted (or of the full membership) listing the issues presented and the vote, if any, registered by each member. Votes may be affirmative, in the negative, abstention or point of information (which may be termed Debate) when one wishes more information before voting proceeds. Only if 10% or more of those voting call for "Debate" will the matter be shelved, and more information sought (those so voting must state their objection and/or questions and/or points of issue). The same point will be re-presented at the next call for votes. If less than 10% of those voting should call for "Debate" on any point, their votes become abstentions. Measures that pass or fail do so according to the majority of those voting. Abstentions do not count towards voting. If a measure pass or fail it may not be voted upon again within three months.

Measures will be coded as follows (with additions made if and as required): a=Amendment to By-Laws; r=Referendum, a non-binding poll of the membership with Debate call not allowed; m=Membership applicant; b=Blackball, vote for renewal disbarment; i=Issue, all other matters

The following vote codes (with additions as necessary) will be used in vote reporting: Y=Yea, affirmative vote; N=Nay, negative vote; D=Debate call, abstention if debate move fails; A=Abstention actively voted; - =Abstention due to no vote received.

The report of measures voted in any period shall be considered to take place after listing of new business and reiteration of old business (i.e. a new member may not vote or submit issues in the same issue of the newsletter in which he is approved as a member. Non-members, or new applicants may submit issues to current members who, in turn, may sponsor those items). Non-members may never directly present a matter for vote.

6). At no time will a meeting be called for face-to-face voting unless the absent membership may vote by absentee ballot on all matters to be raised there, prior to that date. At no time shall Roberts Rules Of Order, or any other book of rules, or procedure, not expressly set forth in these By-Laws, ever be used in the club. The Executive Administrator shall chair all meetings in a manner that seems fair and impartial to all concerned.

7). All checks, money orders, or other payments of membership fee shall be held by the Executive Administrator for an initial term ending December 31 1986. If, within that time the club has not reached a membership of at least 20, the club shall disband and all moneys be returned; checks shall be returned uncashed. Post dated checks will not be accepted in payment, due to the following: At that point at which a 20th member has been admitted, the Executive Administrator shall announce that the club shall be open for all business. Until that time, only the business of member acquisition may be conducted in any vote. The By-Laws are patterned after the constitution of the Charitable Trust: North American Foundation For Archaeological Research.

Following, you will find a membership application form. Please publicize and reprint!

* * * * *

POSTAL GAMERS CLUB membership Form

Name: _____

Address: _____

Date of Birth: _____ / _____ / _____ Gender: _____

_____: I enclose a check or money order in US funds for \$10 for one semi-annual membership period as dues. I shall receive a membership package including the By-laws of the organization (this will be held subject to article 7 above, initially), a newsletter each quarter detailing the operation of the organization, and a newsletter once each voting interval. I may vote whenever an issue is put before the membership and may present matters, as stated in the By-Laws. I understand membership is subject to the consent of the current members and that full rights do not occur before such confirmation. I also understand that if my membership is rejected I will receive a full refund of my fee.

Accounts

Remember to check both your games for any fees and this column for subscription renewal.

Due this issue: Renew Now or next issue will be your last. (This takes into account that 111 is a double issue):

Bob Addison(112), J.R.Baker(112), Richard Coe(112), Jim Diehl(112), Ed Edwards(112), Ronald M.Kelly(112), Paul Kogut(112), Greg Lang(112), Stephen N. Patterson(112), David Staples(112), Sig Street(112).

Overdue: Renew Now or this is your last issue:

Michael Grubb(111), Mikel Petty(110*).

Renewals extend the following:

Thomas Adams(113), David Lang(118), Kathy Byrne(119), Paul P. Kelly(122), Larry Rotimer(130).

New Subscriptions Received:

Richard L. Smith(116), Andrew T. Pribe(117), Ian Campbell(121), Fred Chang(121), Patrick O'Brien(121), Thomas Plachta(121), W. Paul Burke(123), Jack McHugh(123).

Remember that this issue is a double issue, but since I don't believe in using more than one number per issue, all accounts must deduct one (those shown here are already so modified).

* * * * *

Asides #8

HUMOR ITEM PILLAGED FROM Give Me A Weapon #17 8/8/82

WHEN AN INSURANCE MAN:

sleeps with his own wife, that's Home Insurance.
sleeps with his girl friend, that is Mutual Life.
sleeps with a chorus girl, that's New York Life.
sleeps with his secretary, that's Employee's Mutual Benefit.
sleeps with his hotel maid, that's Travellers.
sleeps with the woman next door, that's Royal Neighbors.
sleeps with an old maid, that's Prudential.
sleeps with his grandma, that's Old Age Assistance.
sleeps with everybody, that's Metropolitan.

* * * * *

Missives

The paper reserves the right to edit and condense letters.

Introduction: (If there, this column will be a bit longer - shortened than I had expected it to be. My little brother has just become married. This leaves

Continued on Pg.14.

News

&

Views

Pillaged
from
various
sources.

Larry's reaction when Kathy
resigns from Diplomacy World.



1). News: The biggest news of the day is the state of the Hobby article in this issue and the implications for the future. Read both "Hobby In Crisis" and "The P.G.C. Option".

2). News: The Leeder Poll is now out, flaws and all, and is discussed especially in Life Of Monty.

Views: See the letter column for more discussion on this.

3). News: The BNC suspense is over and Quinn has turned over the office to Steve Heinowski, finally. This is Quinn's last issue of Kaissa.

Views: Quinns inability to even correctly report an endgame result, among other problems, only makes his departure all the more glad an event. Indirect evidence indicates that Steve actually reads the zines he receives, which is a 100% improvement already over Quinn.

4). News: Recent issues of TAG report on Marycon/DipCon XIX and reviews the zine Stabpack.

5). News: Fred Hyatt, Miller Number Custodian, reports in the MNC zine "Alpha & Omega" #11 (8/18/86) that donations have made the budget for the office solvent through 1986 at least. Unlike his predecessor, Fred has retyped the game result reports. They are now consistent and easy to read and exarime for data.

6). News: Don Del Grande's Life Of Monty celebrates a 6th anniversary with #64. The next issue contains "Meeting of Minds", a column for his Face-To-Face Tournament ratings compilation system, as well as Dip and Railway Rivals House Rules.

7). News: Graustark has recently been a huge wealth of New Blood names due to the good play given it in the Avalon Bill General v22n5. Kaissa also received a review in that issue and picked up one subscriber from it. That issue of The General had two large article on Diplomacy, the first being excerpts from the Novice Package "Masters Of Deceit".

How To Stay On Time For All Dip Deadlines

reprinted from IRKSOME #2,
7/26/81, with permission.

by Kathy Byrne

We all know how important it is to be on time for the deadlines for our games in our favorite zines. The most important thing to do to keep from missing deadlines is to make sure that the calendar is always on the right month. If your calendar is on June, and your deadline is the 16th of August, and you look at that calendar with the wrong month showing, you might think you have another six days before your moves are due. This is very easy to avoid. Every month at exactly 12:00 midnight on the last day of the month (it could be the 30th or 31st; even the 28th or 29th has a turn) hold a regular ritual. Plan to stay up late on these nights. If you have a cuckoo, it will cluck. At that exact moment, take the top page of your calendar and tear it off. This will produce the right month for your deadline.

If you have been in a coma and you have no idea what day it is, that is very easy to find out. If you are sitting outside a church and you see lots of people going in, it is Sunday. If you are outside a Synagogue and droves of people are going in, it is Saturday.

This will not help you decide which day of the month it is. To find this out, you might have to buy a newspaper, but if you are too poor to afford one, then I suggest you walk to a nearby TV repair shop and watch through the plate glass window until the news comes on, as they always tell you the date.

The next thing to remember is that you must always have your watch set for the right time. This is important because most GM.s have a time that your moves must be in - like 12:32 am. If your watch is wrong, you may not get moves to the GM. in time. So everyday, wind your watch! Then when you mail your letter, it will be on time. (i.e. You want your letter to arrive at Rockville, so if you are mailing it from New York, you know that it must be mailed exactly 96 hours, 14 minutes & 3 seconds before. Once you find out your timetable it will be very simple.

Now if everyone follows these rules, we will no longer have NMRs and I will no longer have to be a standby in these stupid zines! Hope these tips were helpful.

News- Cont.From last page.

Convention list due to lateness. It is going to be combined with a BruxCon (Bruce Linsey) and so is, regretfully, not recommended.

19). News: Cathy's Ramblings had interesting news of an old style Diplomacy set being made available by a Canadian firm for \$23.40. CR also reviews a Mary Stewart novel "The Wicked Day", an arthurian tale told from Mordred's viewpoint.

20). News: Speaking of Cathy, recent changes of address have hit a number of publishers including Cathy Ozog, Lu Henry, Simon Billenness, and Geoffrey Richard.

21). News: Excelsior ran an article on Computer Mastermind, and another part of what I

cannot yet determine to be either a game or a story based on PBM Clue.

22). News: In a recent issue of a particular zine I was surprised to see no mention of a very serious problem someone near and dear to the hearts of the Hobby is now having. Those who should know probably do. Those who don't know will have to wait. In the meantime say a prayer, if you go in for that kind of thing, or do an incantation, or just think for a minute, for good wishes to one who needs it now more than ever. The person is not in New England or the Southwest. That is all that can be said.

Conventions

(Oct. 4-5) 8th Historical War-game weekend. Info: Joe Gepfert,

Cont. Next Pg. Bottom

Traveller, An Introduction

by Ed Edwards

TRAVELLER by Game Designers Workshop is a role-playing game, set in the galaxy some thousands of years from now.

Over 200 supplements to the basic game include not only role-play, but boardgames, miniatures, computer games - every area of gaming except a diplomatic negotiation game, and they are working on that.

The first of the "Basic" rule sets is called Traveller (GDW 1977) and consisted of three books. This was followed by other rule sets; The Traveller Book (GDW 1982), Deluxe Traveller (GDW 1981), and Starter Edition Traveller (GDW 1983). Any of these rule sets may be used to start play. The many supplements add to the basic rules. These include "Supplements" (background information), "Books" (rules additions), "Adventures" (scenerios) and thier own in house magazine The Journal Of The Travellers Aid Society (which became subsumed into the magazine Challenge #1 with JTAS #25). The result is one of the most extensively developed Science Fiction gaming backgrounds now sold.

As a role-play game (RPG), Traveller differs from Diplomacy

in several features. It is a co-operative effort compared to Diplomacy* which is of the "every man for himself" type. In Traveller, everyone can win. Next, Traveller is played Face-To-Face. A good referee of repute (Elmer comes to mind) can, of course, allow for PBM success; see the game opening list.

((*Editor here- I don't usually do this because it is the mark of an amateur editor: BUT, I have to add that Ed is not only idealistic with regard to Traveller, but new with regard to Diplomacy, which is why the statement marked above looks as if he has never played either game. He doesn't realize that Diplomacy is played extensively FTF, that it is a game that can only be won via co-operation, and that I have yet to see a Traveller party that wasn't cutting each other's throats within half an hour.

Of course, in Traveller there can also never be a winner. The point of all RP games is simply to entertain in the process, and Traveller serves that function admirably. Thanks Ed, two issues more for you.)).

News- Cont.From last page.

3440 So.Monterey Ave, New Berlin WI 53151.

(Oct. 17-19) Rudicon. Info: REAG c/o Student Director; 1 Lomb Memorial Dr.; Rochester NY 14623.

(Nov. ?) Rock Con XIII. Info: Cliff Wilson, 14225 Hansberry Rd. Rocktown IL 61072

(Nov. 7-9) REKLONE. Info: HaRoSFA, PO Box 9434, Hampton VA 23670

(Dec. 26-28) Brucemas Party. Info: Fantek, PO Box 128 Aberdeen MD 21001

1987:

(Jan. 2-4): EveCon 4; Info: Fantek, PO Box 128, Aberdeen MD 21001.

(Feb. 13-16) ORCON, Info: PO Box 8399, Long Beach CA 90808.

(MAY 22-25): GAMEX; Info: PO Box 8399, Long Beach CA 90808.

(Jun-Jul DATE NOT SET): ConCon Info: Conrad F. von Metzke, 4374 Donald Ave., San Diego 92117

(Jun. 19-21) MADCON. Info:???

(Jul. 2-5) Origins & Atlanticon (NOT RECOMMENDED due to inclusion of a fraudulent "Hobby" event under Robert Sacks.)

(Jul. 10-12): NYClone-2. Info: PO Box 608, Belle Mend NJ 08502.

(Sept. 3-6): CactusCon - No. Am. SF Con. Info: PO Box 27201, Tempe AZ 85282

(Sept. 4-7): Gateway 87. Info: DTI, PO Box 8399, Long Beach CA 90808.

Legitimate Hobby Offices

Boardman Number Custodian(BNC)
Steve Heinowski, 12034 Pyle, S.Am. Rd.; Oberlin, OH 44074. Assigns identifiyers to standard Diplomacy games and keeps current records.
Miller Number Custodian(MNC):
Fred G.Hyatt, 60 Grandview Pl., Montclair NJ 07043. Assigns Identifiyers to variants of Diplomacy,

Continued on Pg.30.

The Archivists' Dilemma

CONTEST:

One day there was an archivist who, having indexed all of the zines in his files for a period from 5-10 years before, discovered that there was a gap in his records. He had incomplete information on 7 old pubbers: Gale, Doris, John, Paul, Benny, Robert, and Herbert. However, he learned that these seven were going to be at Dipcon, so he grabbed up a bunch of issues (thinking to get some work done) and flew to the convention.

When he got there he tried to question the seven GM/Publishers to discover which had published which zine, out of Power Play, Nor News, Yankee, Dotmania, War To End All Wars, Atomic, and Ding Dong The Witch Is Dead.

Unfortunately, only scattered pages of these zines still existed, none of which with the title or the publishers name on them.

So, even though each was published in a different way (Offset Printed, Xerox, Mimeo, Ditto, Carbon Copy, Typed post cards, or Handwritten) he still didn't know which style belonged to which zine or pubber.

To make matters worse, the poor fellow knew that each zine was well known for a different feature. They were Tactics articles, Cartoons, Press wars, Variant games, Gossip column, Game Opening listing, and Instructional articles. Why worse? You guessed it! The zines were so fragmentary that you couldn't tell what the text on each was going to be - although the items had been reprinted often, elsewhere. (So, even holding a typed card in his hand, he couldn't make out what type of material it held).

Our poor befuddled archivist wandered into the convention where he managed to get some good originals of the zines themselves and interviewed a number of the

publishers.

Then tragedy struck; he had so much fun at the convention that he lost all track of the job at hand and it wasn't until he had boarded the plane for home, that he remembered his mission.

Fortunately, he had his notes of the conversations he had had.

See if you can match the publisher to zine, feature and method of publication from his notes.

The best four answers will get 4-1 issues (or half that in turns) in order.

- 1). Neither Herbert nor the xerox publisher used tactics articles, or cartoons, but he thought that she could have used better graphics than was the case.
- 2). Gale laughed at the gossip pieces the archivist showed her, until the carbon stained her fingers.
- 3). Dotmania was printed, in order to better compete with Doris' press games.
- 4). Robert said that his game listing was attacked in WTEAW and by the post card pubber, AND by the carbon copy pubber! but Paul then said that his cartoons often made a fool of Robert - especially those sent in by the publishers of Yankee and Power Play.
- 5). Ben never ran Tactic articles nor did he like Yankee's xerox.
- 6). Gale's Atomic had more games than either the zine with instructional articles or the post card zine.
- 7). Benny revealed that John's Nor News was neither as good as Paul's mimeo zine, nor as good as Dotmania's variants.
- 8). Ben let slip that he had decided against quantity-reproduction methods after Gale showed him her Ditto press.

That's it. Find there answer - there's only one trick question in the bunch!

The answers are due, Nov. 14.

* *** *

Missives-Cont.From Pg.9.

that he is, once again, out of the house, this time for good (I hope). This has precipitated a rather drastic shift in filing and storage arrangements, as I reclaimed my workroom. That in turn means that I have misplaced a number of letters for this column. So, I'll start with a few

lost letters, and then move on to a number I do have on hand.

Lost Mail

(Bruce Linsey): (May ?)

Mr. Brux wrote me some time after my small pieces on avoiding his person, for the most part. He recently sent a card asking if I had printed it yet and corrected the misstatements I had made

Continued on Pg.23.

Trades & Reviews

THE ALAMO CITY TIMES(#12, 6/86 Spec. 7/26/86) Editor: John C. Walker (N2/Ss/Ful/Nil, Crn) F:7 pc 3, 2pgs. (V; %DV LoTR)

THE APPALACHIAN GENERAL(#33, 7/13/86; #34, 7/25/86pm) Editor: David K.McCrumb (Dl/Bs/Red/Ctr) f:5w Pc 19, 11pgs. (DVCv)

THE BOOB REPORT(#25, 6/27; #26 7/28; #27, 8/4/86) Editor: James Robert Burgess Jr. (N2/Ss/Ful/Nil, Crn, Crn) f:7 Pc 8,6,4pgs. (dv)

BUSHWACKER(v15n7, #177, 7/15pm v15n8, #178, 8/21/86pm) Editor: Fred C.Davis Jr. (N1/Ss/Ful/Crn) F:M? pc 10, pgs. (V; %V)

THE CANADIAN DIPLOMAT(#13, 7/23r; #14, 8/16/86r) Editor: Robert Acheson (N1/Ss/Ful/Crn) F:7 pc 21,23pgs (DV; %V)

CATHY'S RAMBLINGS(#22, 6/28pm #23, 8/8/86pm) Editor:Cathy Ozog (N1/Ss/Red/Crn) F:7w Pr? 18,14pgs (DVP; %DF?)

COSTAGUANA(v11n1, 6/28; v11n2 7/86) Editor: Conrad von Metzke (Dl/B1/Red/Ctr) f:4w pc 56,100pgs (DV)

DIPLOMACY DIGEST See below.

THE DIPPY(v14n9, 7/6; v14n10, 6/27; v14n11, 8/17/86) Editor: Jim Benes (N1/Ss/Ful/Crn) f:3w Mim 2+2,1+7,1+7pgs (D)

EUROPA EXPRESS(#53, 8/9/86pm) Editor: Gary L.Coughlan (Dl/Bs/Red/Ctr) f:2m Pr? 52pgs (D VIA FLYER).

EVERYTHING...(#68, 7/15/86pm) Editor:David Kleiman, BNC:William Quinn (S1/Bs/Red/Nil) f:3M pc 8pg

EXCELSIOR(#13, 7/11; #14, 8/8/86pm) Editor: Bruce McIntyre (Dl/Bs/Red/Ctr) f:5w pc 28,28pgs (DVPeCl?)

FEUILLETONISTS FORUM(#26, 7/28/86) Editor: Gregory M.Ellis (Dl/Bs/Red/Nil) f:M? pc 12pgs (DVP; %D)

THE GAMER'S ZINE(v6n6, #96, v6n7, #97, 7/22/86) Editor: David MacRae, PUB: Connecticut Games Club (N1/Ss/Ful/Crn) f:M pc 15, 18pgs (DVESn; %DE?Sn?)

THE HOME OFFICE(#5, 7/12; #6, 8/9/86) Editor: Fred G.Hyatt (N1/Ss/Ful/Crn) f:M pc 6,10pgs (DV; %V?)

KAISSA(#110, 6/14/86) Editor: W.E.J.Hinton Jr. (D2/Bs/Red/Ctr) f:2M? Pr 20pgs (D; %DVCvTr)

LIFE OF MONTY(#64, 7/13; #65 8/16/86) Editor: Donald Del Grande (Dl/Bs/Red/Nil) f:5w pc 16pgs (DVKRr; %DVKEal830)

MACABRE(RETRO-TRADE/132/) -Mark Coldiron-

THE MESSENGER(#17, 6/1/86; #18 7/19/86) Editor: Geoffrey Richard (N1/Ss/Ful/Spn) F:7+W? Lp+pc 10, 8pgs (D)

NOT NEW YORK(#13, 8/6/86) Editor: Paul Gardner (N2/Ss/Red/Spn) f:Irr pc 12pgs (D)

POLITESSE(#39, 7/31; #40, 8/18/86r?) Editor: Ed Wrobel, PUB: Ken Peel (N1/Ss/Ful/Crn) f:M pc 24,22pgs (gB)

PRAXIS(#7, 6/26; #8, 8/19/86) Editor: Alan Stewart (N1/Ss/Ful/Crn) f:7w? pc 20pgs (DV; %?)

THE RAZOR'S EDGE(#13, 5/3/86) Editor: James Early (Dl/Bs/Red/Ctr) F:6w? Pr? 15pgs (DV)

REBEL(#20, 6/28; #21, 8/2/86) Editor: Melinda Ann Holley (Dl/Bs/Red/Ctr) f:4w pc 30,23pgs (DV)

TACKY(#36, 7/23; #37, 8/86) Editor: Lucien Henry (Dl/Bs/Red/Ctr) f:6+W? pc 12,11pgs (DV; %?)

WARGAMERS INFORMATION(#45, 12/85-2/10/86r) Editor: Rick Loomis -Flying Buffalo Inc. (N1/Ss/Ful/Crn) f:whenever Pr 6pgs (G).

WHITESTONIA/KK[S] See below.

YES, VIRGINIA...(#8 1/2, 7/4; #9, 7/30; #10, 8/15/86) Editor James R.Burgess Jr. (N2/Ss/Ful/Crn) f:as necessary pc 10pgs (D)

ZINE REGISTER(#6, 4/30/86r) Editor: Simon Billenness (B1/Ss/Red/Ctr) f:4M pc 31pgs (G)

Closing Date: 8/20/86

New Trades: Diplomacy Digest, Whitestonia/KK*.

Refused to trade: The Diplomat, Magus.

Overdue: none (SEE BELOW).

Abandoned?: The Razor's Edge

Addition to game codes:

gB=Gonzo Baseball, Tr=Traveller
Pe=Pente, Cl=Clue, Ea=Empires In Arms, Rr=Railway Rivals, 1830=1830, LoTR=Lord of The Rings.

Full style codes and explanations appear each even numbered issue.

There are no reviews this time but some notes. FF is back.

Next, we start trade next time with both Diplomacy Digest, and Whitestonia/Kathy's Korner (the latter is a mutual subscription).

Does anyone have Jerry Lucas' (aka Judy Winsome) address? I can't seem to get it and I have to move fast in case he has any of Winsome/Losesome still left not thrown away. A retro-trade for those back issues is what I am after.

* * * * *

DiProduction

by W.E.J. Hinton Jr.

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Part 5, Rules 5.4-9.11

4). The price of stock fluctuates according to it's popularity, the success of the company, the demand for it's commodity, and the peace and stability of the world situation.

It is calculated based on the previous value of the stock. At the end of each turn, player trading will leave a certain value plus (in stocks bought and money received by the company) or value minus (in stocks sold back to the company, for a loss of revenue).

To this is added (plus) or subtracted (minus) the trading difference from the public sector transactions.

The result is expressed as a percentage of the prior year shares. This is combined with the percentage discovered when calculating the value of the company under Rule (4).4., as previously stated. The resulting percentage is multiplied by the current value to obtain the new value.

For example; of a certain company, players sell 300 shares and buy 250 shares at \$7, or a value difference of -\$350. Public sector sales result in 60 shares more bought than sold, or +420 for a total net of +\$70.

Lets us suppose the prior year value as 1500 sh./\$10,500 (from whence the \$7/share price came).

Of 1500 shares, +10 were traded or +.7%. Let's say that the company also did well, or for example as 5.5% increase. This is combined as a 6.2% increase, or 1.062 times \$10,500=\$11,151/1510 shares held = new price of \$7.38 per share, which remains as is.

Percentage figuring is still rounded to tenths per step, but stock prices are rounded to the nearest penny.

To summarize; the percentage of stock traded, out of that companies total, is combined with the percentage value of the company to determine the new total value of the stock which, divided by the new amount of stock held, gives the new price of the stock.

Note that public sector stock held is not a part of this total except that portion which represents the calculated difference in public buying and selling that year.

The public sector share and it's influence is calculated in

this way: At founding or whenever a new office is added, each company is given a P.S or Public Sector share number. This number is a total of the Base value and sea bonuses (regardless of fleet presence) of the provinces of the country in which the Headquarters is located, plus the same for any single Branch office provinces and the HQ office province. That is, all owned provinces in the country of Headquarters counts toward this total; the HQ province counts double, and all Branch office provinces count Double.

Occupied territory has no effect. This number represents the actual number of shares to be traded as the balance after the lesser of sales or purchases would have been subtracted from the greater. If the country's Annual Country Value percentage is equal to or greater than +0%, these shares are counted as Bought; if the ACV is -1% or less these shares are counted as Sold. Since the initial turn begins at 0% this means an initial public sector buying spree.

5). For purposes of calculation, the divisor of total stock value, which is usually the number of shares held, will change in certain circumstances.

If the value of a share of stock would double or better, instead the new price is set at half what the new price would have been, and the number of shares held is doubled instead.

If the number of shares held would be decreased by public sector sales to a figure less than the number of shares held by all players, then the number becomes that number actually held. The loss taken is the same, as this represents consumer sales losses rather than actual stock sales.

The value of a companies potential stock would still be calculated even if no stock were held; in such a case, see Bankruptcy for relief.

If the value per share of a stock would fall under \$1, then unless one or more players hold an odd number of shares, the price will be doubled and the number of shares halved.

Tax Rates (6)

1). Thus far, discussion of tax-

ing by a government has been discussed as a general action which gives funds from the public, and may apply to companies as well.

The taxation amount received from provinces is considered to be a 'normal' level, well considered and long standing, and accepted within the community as fair.

A Leader may change the public tax rate by fiat; this may be increased or decreased each turn by up to 50 points. Each point translates into a percentage point over or under the normal rate.

For instance, a Leader declares a public tax increase of 12 points. The rate is normal; it becomes +12%, or 1.12 times calculated rate. The next turn he announces an increase of 28 points; a total of 40 +, or 1.4 times calculated rate.

This public tax rate will alter the ACV up or down in percentage points equal to the amount changed in that year; lowering the ACV if tax is increased, and raising ACV if tax rates drop. In the above, the ACV would be dropped 12%; in the next year it would be dropped 28%. These percentages are subtracted directly from or added directly to the ACV. If the ACV the first year was +14% it becomes +2%; the second year if it was +16% it becomes -12%.

This occurs after the ACV is itself determined from the basic (normal) tax base rate not including the change for rate.

2). A Leader may also charge a tax on companies if he so desires. This will not be popular.

Such a tax may be upon the whole value of a company headquartered in the country, or for the pro-rata value of an office of any company not headquartered in the country. It may also include companies in unowned Occupied Territories.

The tax rate shall be determined by the Leader alone as a percentage of the companies income value for the year. The rate may differ or be the same for the following divisions of status: HQ in owned province, HQ in owned, Occupied Territory; HQ in unowned, Occupied Territory, office only in Owned territory, office only in unowned Occupied Territory, office only in owned Occupied Territory ((oops, make that Branch office only)); or any combination of any of those as segregated by commodity.

If more than 3 separate rates are given, an extra turn will be charged for this option each turn.

3). Speaking of taxes and charges; certain actions will bring a charge of an additional turn if used, as the above.

If the Accusation option is used, the accuser is charged one turn - unless the Leader or President is guilty, in which case he pays instead.

Embezzlement option of any kind costs one additional turn.

Call for stockholders meeting costs the caller one turn.

New company formation (mandatory at start) costs one turn.

4). New tax rates take effect and are paid in the turn announced; they affect the ACV calculated in that turn.

Government Bonds (7)

1). At any time the government may announce the sale of Government Bonds. A specific year of maturity (not over ten years duration), and a specific rate of interest (not under 2% compounded annually). On the next year after such an announcement, a number from the public sector will purchase these bonds equal to one per basic province value plus sea bonus (not modified for fleet presence). Players may also speculate by buying Government Bonds, and may exchange them or sell them to other players. Unlike stocks, Bonds may be given as gifts without sale price.

2). The face value of any single government Bond is always in the amount of \$10.

3). Upon the turn maturity of a Bond occurs, the Government is obliged to pay the face value plus accrued dividend from its treasury to the bearer, public or player.

4). Governments may also issue a special type of Bond called a War Bond. The face value is still \$10, and all other factors are the same as a Government Bond except that the date of maturity is set at an interval of 2 years plus the length of the specified or unspecified war.

War occurs when a power attempts or succeeds in entering territory not its own; changes of control or ownership also apply.

War, de facto, will be decalr-

ed by the Gamemaster. Otherwise a War may be declared at any time by a Leader. War may be declared over, jointly by Leaders involved, or de facto by the GM if no warlike events have occurred in 2 years.

If War is jointly declared over by Leaders, in the face of warlike actions on the same turn, that declaration is void.

Declarations of War or Armistice, as confirmed by the GM, shall determine the term of life of War bonds.

If the War Bond does not specify the war (German-Russian, French-Italian, etc), by the country of issue and enemy(s), then the Bond may be held out until all wars are ended.

If a War is declared by a Leader but no warlike event occurs within 2 turns, the war will be de facto over.

Bankruptcy (8)

1). Whenever bills, loans or other debts cannot be paid, one is said to be insolvent. If the insolvency cannot be corrected, one is said to be Bankrupt.

2). If an individual player becomes insolvent on any turn, and has insufficient cash to pay all debts, he is insolvent and must find relief on the next turn.

He may do this by taking out a private sector loan. This can be taken at any time in the amount equal to twice ones assets (value of stock, bonds, annual salary, etc.). This is the maximum that may be owed at any time, in total. He may also sell stocks or bonds or get a gift or loan from a player. If he resolves the insolvency no other action occurs.

If, on the next turn, the player either is still insolvent or petitions for protection, Bankruptcy proceedings take place.

The Gamemaster becomes the receiver and dissolves all of the players assets and then pays all debts, returning the remainder to the player. If this would leave under \$100 or if the total assets if any, bring under \$100, then the last \$100 or less, plus a gift of the difference is given to the player. He begins anew with \$100.

3). If a company becomes insolvent on any turn, it may borrow at 5% (half the public sector individual rate) up to the value of the company stock, for 5 years. If this, plus any

player loans, government loans, or gifts does not repeal the insolvency, then Bankruptcy shall occur. The President may also petition for this directly.

The Gamemaster as receiver will dissolve the company. The current year's company value, times three, is the dissolution value. Add to this \$1000 per office.

All debts are paid, then the remainder, up to the last price of the stock, is paid per share to all stockholders.

If any money remains as a profit, the President shall receive 10% of this and the remainder will also be distributed evenly per share to stockholders.

The company is then dissolved. A Company may vote dissolution and closure without Bankruptcy, but the procedure for closure will be the same as described here, with the GM as agent.

4). If a country becomes insolvent on any turn, it automatically receives a private sector loan in the amount needed, up to twice the previous years ACV total, to be repaid at 1% interest over 10 years. The number of such loans is infinite, but only one may be taken per turn as a result of insolvency.

If the country is still insolvent on that turn, then the problem must be solved on the following turn. Two consecutive turns of unrelieved insolvency shall result in Bankruptcy of some of the Government or collapse of all Government!

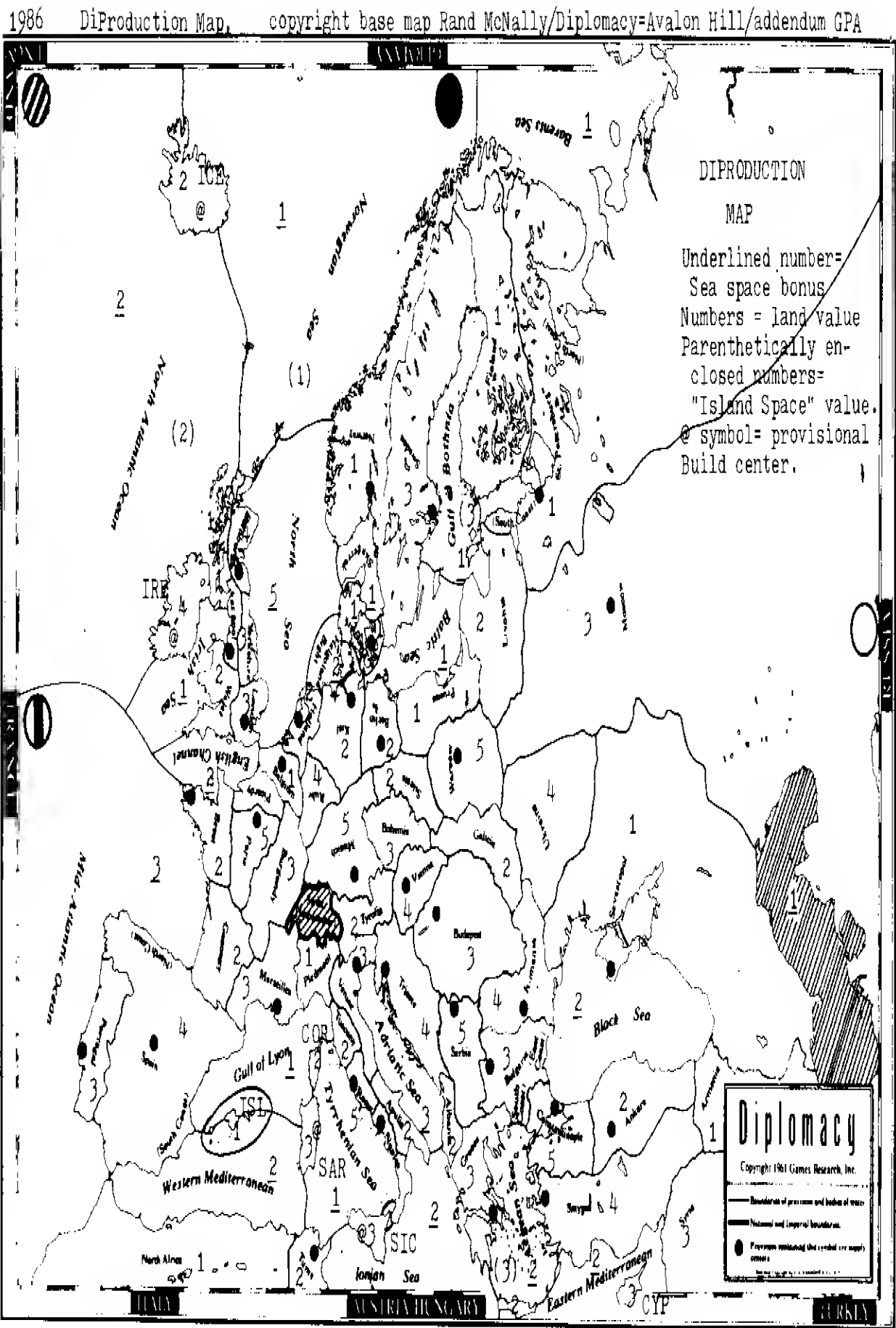
The amount of insolvency at the point of determination will be compared to the 2nd previous year (last solvent year). If the amount is under 100%, then the percentage will determine the number of provinces Bankrupt. The number will be proportional to the percent of bankruptcy suffered. The Leader will chose the actual provinces on the following turn. All Bankrupt provinces suffer a value reduction of 35%; no taxes may be collected there for at least one turn. The country as a whole suffers an additional -10%.

On all subsequent turns, if the problem gets worse, more provinces will become Bankrupt; if the problem is alleviated, the Bankrupt provinces will be released from Bankruptcy. If all provinces become Bankrupt, the Government Collapses; the Leader is removed from office, and all

companies with Headquarters in owned provinces of that country suffer a 25% loss of value for the year, while all provinces suffer -50%. No units may be ordered, and all hold. The government is reorganized. All tax rates become 50 points under normal, and all debts are wiped out. ALL

Bonds become worthless. In any turn of maturity if insolvency occurs due to a Bond maturity or the Bonds cannot be paid, the country defaults and the Bond is worthless regardless of what occurs.

Minor Powers (9)



1). A Minor Power, or independent power, is a country not lead by a player from gamestart. Major Powers may temporarily be without a Leader, but Minor Powers never have one. Minor Powers are figured in all other respects as Great or Major Powers.

2). Minor Powers tax at the normal rate, never tax companies, never sell Bonds or take any loans nor do thier heads of state ever embezzel or commit improprieties (in game terms).

They do accept any monetary gifts given them.

3). A Minor Power begins with no Treasury, but collects normal tax each turn/year. The treasury is used to build units for defence at an order rate the same as per Major Powers. However, since the Minor Power units are of lesser quality, they are Maintained at a rate of \$100 less than standard.

These units are primarily defensive. If dislodged and retreated they will attempt to return with as many adjacent supports as necessary to absolutely succeed, with holds determined at random.

4). When attacked, the Minor Power is determined by the GM to be at War. The Minor Power units will return to spaces, and hold supply centers as evenly as possibly unless directly threatened. In such a case equal absolute support will occur, with ties or problems determined at random.

In such a way, the activated Minor Power will proceed to move toward the attackers supply centers until peace is requested and proved de facto. Aquisition of adjacent spaces will continue to occur where such force is possible or by random attack.

If war is over, the units will remove from Occupied Territory to owned Territory and Void those areas (turn back to Owner).

5). In peace time a Minor Power will build units to its' limits and retain them in the owned areas until all areas are filled at which point war may be declared on any adjacent Minor Power of equal or lesser size, or any power if no minor power exists.

6). As an exception to rule 4). above, a player (President of a HQ company, or of any company, or having the most stock, in that order) with an interest in that country may volunteer for

or be appointed General of the armed forces and will submit all orders during the War. He is not a Leader and does not have Leader powers. He submits unit orders for military actions only; he does not control unit creation or maintenance.

7). The first space of a Minor Power is it's primary home space even if not an SC. It is used as a Home SC for build rule purposes even if it is not a Supply Center. The first space gained by a Minor Power also acts as a home SC if it is not a SC until the Minor Power gains it's first new SC. The first SC gained becomes a Home SC. Otherwise, all creation and maintenance rules apply as per a Major Power.

8). Except for a sealoaked power, the first unit built by a Minor Power will be an army. Otherwise, coastal spaces will always receive fleets and landlocked provinces will always have armies; however, fleets may not exceed armies in number nor by more than 1:2 after the first fleet is commissioned.

9). As an exception to rule 6) and rule 8) above, the General may call a citizens meeting of all stockholders of companies with offices within the Minor Power. If over 50% vote, the build decision may be made by them.

Maintenance may be so affected as well.

10). Where a power is mentioned in previous sections without saying Great or Major Power, that rule applies to Minor Powers as well.

11). If a Major Power uses seperation to make a province independent and the province is adjacent to a Minor Power, or more than one, the largest Minor Power will immediately annex it without need of movement. If the largest Minor Powers are equal in size the new independent space is a new Minor Power.

If a Minor Power grows to be greater than one space in size, the General or, failing that, the citizen meeting shall give the conglomerate nation a name.

Note:

This is not the last part of DiProduction. The final odds and ends, designers notes and a flow list of turn activities will be in the final part next issue!

* * * * *

Game Openings

The following games are open here. You must have the game to play (except variants- you need the game, but the variation will be supplied or made available).

ROZ=Receipt of Zine requirement: you must be a subscriber, a Trader, or live at the same address as a current subscriber or Trader. Names are those signed up; underlined are paid.

DIPLOMACY (Standard, Regular)

The El-Cheapo Last Chance Game:

The slop over from the Novice and non-Novice El-Cheapo games which have filled. \$10 fee plus ROZ. Will be treated as a Novice game in terms of expanded rulings.

(Hess, Plachta, Hammer, Andersson, McHugh: 2 needed!)

No Frills Game:

Diplomacy results, addresses, 1/2pg total press limit and no map- the bare bones for the hardcore gamers: roz & \$10 fee.

(Nobody! New game starts!)

Professional Rate Diplomacy:

What do you think? that I only have discount games? ROZ plus \$10/5 turns gets you all the frills.

(Street, Diehl, Hammer)

DIPLOMACY (with Variant rules)

Cline-9-Man IV.1

ROZ only; no fee. Standard board plus Persia and Barbary States (No.Af.) added; no severe rule changes. Printing: K112 or K113.

(Crosby, Lynch, von Metzke, Hammer, Taube, P. Kelly, Boyd - two spots left, they're goin' fast!)

CIVILIZATION (advanced)

Discount section variant for 7-9 players using Advanced trade card option. GM.ed by David Danbury in alternate issue of Kaissa and Player's Choice. BONUS: All paid signees get 4 free issues of Kaissa or a set of the Avalon-Hill advanced trade cards (your choice). ROZ (Kaissa) + \$10/8 turns.

(Hinton, Campbell, Hammer)

TRAVELLER (Basic or Book)

GDW's game of SF role-playing gone PBM. Power game; professional rates. Bi-weekly newsletter The Travellers' Aide free to players (currently 15). SASE for information, rates and sample.

GAME OPENING NOTES:

Three games have filled and two more are in danger of doing so. I may close off the El-Cheapo series then- or I may keep a Novice only section open indefinitely. No Frills will stay open indefinitely because it takes very little room and trouble, compared with the others. The Pro Game Fee game stays because it, at least, pays for itself.

When Cline fills I will open another variant, because I don't have a large enough variant-interested community to be able to fill these quickly, so I would expect it to take quite a while. In any case, nothing will be offered until Cline is safely on it's way. Below are games that David Danbury is offering in the zines named below, which I am publishing. The rates are not set yet- send no money, just indicate interest.

KINGMAKER

To be run in Camelot. One section. At least 5 players. No map per turn. 4 pages maximum. Estimated fee \$10/8 turns.

1830 (Railroad Game)

Run in Casey Jone Express.

One section. Fee not set (\$1+/T).

Source Of The Nile

Run in Sylvania. One section. At least 5 players. Fee about \$1 per turn.

* * * * *

Colophon

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New articles bought on acceptance @ .20 per word; original artwork @ \$5 per 1/2 page; reprints for issue of publication. (First publication year and reprint rights bought). Issue of appearance included as minimum.

Novice Handbook (K#100) "A word To The Wise" available, \$3.

* * * * *

The Three Stooges Go To Hell

(actually that's The Three Stooges

In The Great Outdoors, or
the joys and hazards of camping!
Part VIII.

(The above is just what David called the series in a recent conversation. He's right.)

I was warm and dry for perhaps the last few minutes I would know those states, that weekend. I had downed sufficient beverage to be quite in tune with the cosmos, without the unfortunate side-effect of being out of touch with my nether extremities. David and Gus were about ready to ramble off, and so was I. At least this time we would have a guide and could avoid the marsh, the long walk, and the ravenous deer-flies. That's what I thought at the time since the last of my credulity had not been beaten from me, yet.

We had just risen, to make our way to camp, when David turned toward the old house- hidden some hundred yards or so away behind a few trees and shrubs. "A car?" he asked. Gus seemed to hear it as well, and grabbed for a bag of supplies. We each dove toward a clump of brush where the supplies had been hidden. One bag had been left behind and Gus snagged it, I think. We listened for a moment, but there was no sound and we wondered if anyone were there or if it was a reflected sound from the distant road. "Well, whoever it is," Gus said reassuringly, "he shouldn't be here any more than we are." At the time, as we skulked down a road, the same we had taken earlier, I was caught up in the scene, but later I recalled that sign I had seen by the spot where we had unloaded the car- a sign that had said Hunting, Fishing, Hiking- a whole plethora of things, were expressly allowed on that land. Why we were fearfully playing hide and seek, I do not now know. We waiting, with our gathered goods as Gus reconnoitered the big house. He told us to wait. We remembered our hike of the afternoon down this road but Gus reassured us that there was a route by this way. We wouldn't have to pass the buildings if we thought they were occupied.

Perhaps I do know why I was fearful. I was wondering about those pseudosatanists. Those were all we would need on a weekend like this. No doubt those fishermen this afternoon had been cult lookouts who had divulged to the clan that fresh victims were available in the dark isolated wood, for tonights full moon!

Thinking these thoughts, I was fully relieved when Gus ambled down the tree lined road from the clearing where we had waited, and informed us that there was, in fact, no vehicle about. We decided to move along anyway because it was all but full dark, in spite of the highly light-reflective, solid cloud cover. We jauntily tramped down the road, feeling a little giddy after the little adventure, and talking on for some time. The walk grew longer, and I had trouble with my bag of supplies- about two heavy grocery bags stuffed into a green plastic trash bag, and swung over my shoulder. I stumbled and changed grips and positions, without paying attention in the gloom until we came to the end of the road, and debarked into the marsh proper. I was about 10 feet behind the pair. As I drew even, outside the dreaded wood, David jovially pointed to a small bay on our right and said, "Recognize this place?"

I looked into the little bay where, two or three hours before, David and I had broken out into the marsh to escape the dreaded deer-fly hordes. We had walked the length of the same road! We had been lost a second time!

I turned toward Gus, who had preceeded us onto the marsh- to cut across the little bays toward the far point, and took a step or two to follow, managing to step into the side of one of the drainage trenches and splitting my boot. As it filled with cold marsh water, I felt astounded. Here we were, bounding across the marsh, jumping the trenches, and wading the small swampy areas where the tide was coming in, to cross the same territory we had crossed while "lost" that after-



David: "This looks familiar..."

noon, but under conditions much worse. If not for the clouds, reflecting light from somewhere, it would have been full dark. The small trenches were deep enough to turn an ankle, at the least, the tide was coming in, and to make matters more interesting, as we waded across the wet flat, the lightning flashes from the approaching thunderstorms were no longer "heat lightning" but were bearing down in earnest. Nice time to go wading! I was furious and gave Gus the full treatment. You have never been chewed out until you have been chewed out by an enraged, wet, tired, fly-bitten Irishman, at full lung, in the old High Valetian. David had

his turn to laugh as this was going on, and as we managed to get across the bay to the other coast, Gus took over carrying the grocery bag with which I had been struggling. We didn't round the point but crashed through the underbrush, found the dirt road to a landmark and I turned to follow it up to the cliffside- Silly Walk. It was then that Gus had informed us the proper way to approach the site was via a trail some distance ahead, but I was in no mood for doubling my hiking pleasure by going forward and then back- I pressed directly up the slope to the camp, and flopped down on my sleeping bag.

Missives-Cont. From Pg.14.
about him. The answer, of course was no, to both. In fact, the answer to the latter had to be no inasmuch as I did not make misstatements about him (that word being plural). The only single statement that tended to be less than fully applicable is one that I think was accurate in spirit. I didn't allow his past record to prejudice me more re-

cently, however, when I decided not to boycott participation in his Publisher/Gamemaster package. The treatment I received, since I am not a Linsey croanie, compared with the lavish treatment of his close supporters, impressed me badly. I won't bother to enumerate the incidents, because I'm not trying to state a case nor convince anyone. I'm going to say only that my worst suspicions

Missives-Cont. From last page Bottom

are, regrettably, confirmed.

The foregoing sparked a memory and, sure enough I found it- dated 3/31/86). The only pertinent point is this statement:..."For the record - and you will find this is a widely-shared view - I feel that forgery and letter passing are perfectly legitimate actions within the context of a game."...

This is brought to you by a man who has admitted breaking the law to charge phone calls to other people without their knowledge or consent, and who will, if he feels particularly frustrated, go to your boss and tell him what amounts to slander to get you into trouble (and these are only the items he has admitted- the latter drew derision even from his "friends".) The fact remains that forgery and letter passing are illegal. Letter passing is a violation of federal Title 17, unless freedom of information act matters are involved. I ask- a friend of mine in law enforcement when forgery is not illegal. He laughed. That too is my response. A man who touts breaking the law in the course of entertainment, especially to harm others (in this case cheating both the players and the Gamemaster) is not trustworthy. "Supernova" contains such advise as this and since that which is not legal is not, by definition, legitimate, it shall remain off the Legitimate Hobby Office listing. Fortunately, except for a few deviants, and those subverted by Mr. Linseys views, almost no one subscribes to these beliefs.

That is the last from or about Mr. Linsey in these pages unless something newsworthy occurs.

(Alan Stewart) 4/4/86:

"I didn't even notice your poke at PRAXIS {his zine} in {Kaissa} #107 until Linda {Courtemanche} brought it up in #108"...

"Your answer to Linda implies that zines ought to concentrate on games and matters directly relevant to them, music, politics and girls being kept "seperate" which is no doubt much like being kept separate. Lots of other people share your position"...

"I disagree. A dip zine is a newsletter between friends - and if not all friends or acquaintances at least among members of a community. Thus it's highly appropriate that other matters are covered, as people explore com-

mon interests or find out what others' interests are.

As a professional pubber, you are quite right to "relegate"-- or even relegate--other matters to a very small section. But {sic} since not everyone agrees with you-- as you could determine quite easily by canvassing the wide selection of zines and interests in the hobby{I will get you for this below!}-- why do you choose to ridicule those who disagree? The wide selection of zines, approaches, and interests offers a desirable diversity that can only give the average hobbyist more to choose from. I sometimes find extraneous material in zines annoying as I am sure everybody else does, but I repress such annoyance when I remember that it is only a sign that not everyone (thank God!){!!} has the same interests as myself. Everyone is different, and only a child demands that everyone else be like himself.{Is that what you are doing- demanding I be like you? Tsk, Tsk!}

I'll pass on commenting on your insistence on using vulgar language whether it offends your subscribers or not to your 'non-feuding' editorial "The Brux Stops Here".{SIC} Feuding may be stupid as you say, but how do you think it starts?"..."Your ability to avoid "feuds" and tar those who unfortunately get caught in them as irresponsible depends on others' tolerance and prudence in not responding to your controversial remarks."...

"I'd be interested in your comments on the quality of editorship of Masters Of Deceit, given your complaints about the uneven editing of Supernova."

Having said all this, I should note that I enjoy Kaissa primarily for the outspoken comments so it would be disingenuous to object if you want to take a poke or two at PRAXIS from time to time. I was amused by your poke at Excelsior, which I attribute solely to your anger that Bruce {McIntyre} didn't give Kaissa a better mark. This is exactly why I have no intention of doing what Bruce did in PRAXIS{SIC} -- I'm too cowardly to face the irritation of those of my colleagues in the publishing community if they thought I underrated them. Your hide is obviously thicker, so keep up the good work.

Your Granite Archives project seems highly useful. I'd be happy to plug it but I don't know

what to say. What specific holes would you think readers of PRAXIS might be able to fill? More importantly, what could the readers of PRAXIS get out of your archives -- how could they access your great store of information?

As a Scot, I hate to see wasted paper, so I'll keep writing to fill the page. Your maps are quite good -- as a player, I find that most maps don't "register" enough with me to enable me to plan and write orders from them, but yours would. Definitely good maps.

Never mind, I'll waste the space."

A true Scot wasting a third of a page of paper! Disgraceful!

Yes folks I have typos. I also would like to ask you, Alan, if you want me to go through the last few issues of Praxis and count the number of your typos? I did that when I first received your note...no, I don't think you really want me to start making comparisons like that. Too nit-picky. At least, I don't start sentences with "but" (except for occasional literary effect). You also lost me with a run on sentence. That's OK, we all make mistakes (snicker!).

As the article on the Hobby Crisis tells you, this so called diversity you admire is probably one of the things killing the field. Don't begin to imply that I don't "canvas" the zines I receive- I read all of them as and when they come in, culling out the news, and putting certain issues aside for rereading; and I am here to tell you that the warehouse zine- games only and no side material, is still the backbone of this field. Unfortunately there are fewer of them. So, I don't ridicule publishers for what they print, but I do take a personal offense at things which have no business here, taking up space detracting from a field in danger of fading away! If a zine wants side matters, I have never protested- it is when the zine, or subzine, is primarily concerned with these things that I protest- and loudly! That is how I saw High Intertia with its Question McNuggets, and the early issues of PRAXIS, while not in the same rut, did provide a memorable hook on which to hang an allusion or two along the way.

Speaking of zine reviews, now enough time has passed that you realize Bruce did have some gen-

uine printing problems with the issue in question. Considering his likes (and if you read my feedback column carefully) I did not think his opinion was out of line.

On feuding: if you are referring to my remarks on Mr. Linsey- I have to say that an admitted lawbreaker, a known professor of the view that the law should be broken in the advance of gaming entertainment, and (given his recent feud where he continued to berate a major past participant over a year after her last statement in it) a known bully, I am in no way afraid of any annoyance he may take, nor can I possibly conceive of him as an innocent caught up in anything but a web of his own making. No, Alan, do not attempt to defend Linsey to me. Feuds represent combat between individuals whose activity is of concern only to themselves. (Except in terms of the disturbance it causes others.) If I see a gamemaster who is ripping off players, or a publisher who is casually telling people in a local game that it is alright to break into an opponents house to search for his orders, I think I have the right to sound the hue and cry to the consumer at large without being accused of either feuding or of controversy. When Consumer Reports issues another finding on whose cars blow up or whose toasters are most likely to short and burn down your house, I'm sure the companies in question cry fowl. However, let not CR be branded as either controversial or feudlike. By the same token, when Mr. Linsey states that he suggests novices use forgery, which is illegal, and I state that novices should avoid him because he is giving illegal advice or selling a pamphlet that does so, that is a fact I am stating on behalf of those novices and other consumers who may be hurt by it; I only marginally accept the term "controversial", but I completely reject the appellation "feud" for what I do.

After berating me for this action you admit you like it. So which do you want, anyway? It seems to be one of those: Don't! Stop!, Don't. Stop.; Don't stop; Don't Stop!, kind of scenes...

When Masters of Deceit gets here, I will review it.

Vulgar language? What vulgar language? Oh! You mean english! Yes it is. See Jim's letter below for more on that! *#(\$&\$*% !

I've been withholding Foundation until the fall holdings list is finished- the next parts in Foundation #11, 12 and 13 will be sent out with F#14 next month. After that I expect to start on publishing initial want lists, a holdings update, and then start publishing the various indexes. That should be of help. The real boon to players though would be the Postal Locator- which will be undergoing a new marketing strategy very soon.

Glad you like the zine and the maps.

I had a letter from Mark Coldiron which seemed to have some facts twisted as to whether it was ever OK to break the law in some context (the police tell me the answer is NO. So does my counsel- it seems to me that anyone who doesn't realize this, is the one confusing games and real life. Meanwhile, letter passing and forgery are unethical, in any case).

I really feel sorry for people who were mislead by Supernova so long ago that they are now twisted for life, as it were.

No wonder the hobby is where it is, instead of where it was!

(Gregory M. Ellis): 3/22/86

...{I've left out a lot of dated issues}: Sorry that this has been so negative"...I do have to compliment you on your layout and reproduction. I am a stickler for readability. I have to say that I enjoyed the articles, and you apparently run your games well. When I start looking for another game, I will probably look here."...

Another of these "I disagree with what you say, but defend your right to say it", or "like the way you say it", or something like that, type of letters. I get not a few of these. If you want to re-raise any points you think still relevant, please do.

(Rick Loomis): 4/28/86

"Received Kaissa #109, thanks I appreciate receiving it. Comment: recently someone phoned me & wanted to know if I knew of any Diplomacy openings. The only Dip Zine I am regularly receiving is yours, but I remembered seeing your lengthy trade list & figured I'd tell him 4 or 5 addresses to write. Your trade list doesn't give addresses! What good is it? If I am receiving the magazine myself, I don't need the info you

offer, as I can see for myself. If I don't receive the magazine, how can I get a copy when all you list is the name & the name of the editor? Whenever I mention YOU I do mention your address.

I gave him your address and the addresses of some of the hobby offices, but it would have been nice if I could have offered a few other magazine's addresses too. Just griping. I've been out of touch with the Dippy Hobby for awhile & a current list of addresses might be nice, even if you just mailed them to me instead of printing them."

Well you have a list by now- and I may indeed add the addresses from time to time.

Traditionally, trade lists do not have addresses, unless a general directory is being printed (which, reminds me I haven't done that for a while- about time I think). Also, I really didn't wish to compete with the ZINE REGISTER. I display a lot of information primarily because it allows readers- especially the Novices, to see what is available. If they are interested, I can always give them an address for the asking. If they aren't interested, the addresses just add to space used with no informational benefit in return (such as how many pages are being printed or whether a zine is on time lately, etc.). Perhaps I should print the addresses too. Let's have the readers respond- do you want to see the addresses and other information (such as price) that has been left off? Perhaps I could do it with every other code list, or Office list- that would be every four issues. What about the April, August and December issues? Comments...?

The following are excerpts that need answers, from letters that were in response to the Archive Publishers Poll #1.

(John Caruso):

{On question #3}:...There is no BNC Standby Service - that service is now yours from what I've been led to believe. If I'm incorrectly assuming - please Advise."...

I just wanted to air a point that had been missed earlier- a lot of people assumed that when Quinn shut down he transferred his list to me or didn't have any volunteers. That wasn't true. I found out later that he slipped the list to the Orphan Service

behind my back. Passing over what business the Orphan Service has in running gameturns anyway, I have to say that I would not have objected to this particular cause (although there is no reason why Jim-Bob couldn't have used the Postal Locator listing instead). What disturbed me was the underhanded manner in which Quinn enacted this little last bit of business, which he didn't bother to announce in Everything either. Very petty.

(Jim-Bob Burgess):

{On question #5}:..."I support having archives. I do not support having a single "Archive". The Hoosier Archives failed at least partially because the hobby became too large for one archivist to handle."...

Nope- that's incorrect. The Hoosier Archive folded because Walt wanted to retire- he was failing to fulfill orders for a year or so before that, and had some personal upsets, but, as the article in this issue shows, hobby size had nothing whatsoever to do with it's folding. In fact as a Professional Archivist, I am here to tell you that the work Walt did was virtually non-existent. His service? If you told him the zine title and issue of the item you wanted, he would copy it for you. Very rarely he would also publish a list of some information from it. He also made use of it for some reprints. That was it. Some "Archive" eh?

I've been trying to dig up a reference- as far as I can find (after not very much looking though), I don't recall Walt ever using the term Hobby Archivist, or Hobby Archive. I think these were appellations given from without. I've been trying to get someone to give up a spurious claim to the title, and I hope this fact will sway him.

Thanks again to all who voted, and be sure to vote in the next Poll which will be out with the bundle of Foundations, later on.

(Doug Booze): 8/86

"Thank you for the back issues of Kaissa. Issue 100 {the Novice Handbook} was a great help and I found all of the issues both easy to read and informative. You have a good combination of articles, news and reviews. I also like your maps (I wish TGZ did the same with thier standard games)."

"Kaissa is a consistently good

quality and entertaining zine."

Thanks for the compliments- I am happy if you are. The future will have a heavier load of both games and articles. Back issues have sold better than I expected, with K#109 and 110 both sold out!

(Patrick J. O'Brien): 8/16/86

"I got your letter and sort of pieces of KAISSA today {note- when I ran out of K#110, I sent out a sampler to new blood which consisted of three of the left over sheets of 109 and 110}, which favorably impressed me with its overall quality. I am new to PBM Diplomacy and am endeavouring to get into a game or two"...

"Based upon the information I had heretofor aquired concerning PBM, including a copy of Diploma-world and B.Linsey's Novice packet, I had more or less concluded that novice games were rare to the point that I may as well start off in the traditional manner and get hammered in my first few games until I got the hang of things. Therefore, I was pleasantly surprised to find that you have a Novice only game still open. {Pardon me for breaking in here, but to clarify something: I don't get along with Larry or Brucie and so I wouldn't expect the fact that I always have a PBM Newcomers game open to be mentioned in those places, although it would be a great help to the Novices.} ... "A great political slogan is often belied by the fact that quite a few problems can be resolved by throwing money at them, hence, to end my increasingly diminished ignorance of a unique branch of the hobby, I have enclosed a check"... "If I am lucky, I may even get this letter mailed before the Saturday night meeting of the local chapter of "People who Drink Beer in the name of World Peace" convenes. It's a thankless job, this crusading for world peace, but someone's got to do it."

I wonder if thats a cousin to my own local "People Who Drink Scotch for Any Reason At All"? Well, you know what they say: God made we Irish drink so that we wouldn't take over the world...

(Leslie Wilfred Joseph Casey): 8/18/86

"... "I am very interested in playing one game with you. I am new to PBM. I am very experienced in 'live' games here. Please feel free to call 613-255-5836

with your modem as I am also a gamemaster of Diplomacy on-line.

I suspect the No Frills game is what I am looking for as it does not discriminate in favor of novices."...

WHOA! Wait just a moment- no game discriminates in favor of or against anyone! The novice only game has only one proviso- that people of the same skill level can play each other until they get better experience, rather than playing on a mixed board.

Volumns have been written showing that PBM is so much different than FTF that pre-postal experience is only a very slight advantage. However, the game is run in exactly the same imparial way regardless. There are extended ruling explanations, which those with PBM experience won't need; but very experienced Face-To-Face players won't know the PBM codes and will be at a bit of a disadvantage even after carefully studying the House Rules. I do not consider that discrimination in anyones favor.

I don't have a modem- I have a secure system, thank you. That is why play by electronic mail games are unratable as irregular: any hacker worth his socks can get into bulletin boards and peek at files. No thank you.

(Fred Chang): 8/26/86

See the article on the state of the hobby for this one.

(Michael Boyd): 8/25/86

"Well if you haven't heard of them; Nashua disks are my favorite brand. Serious high quality stuff here. My best friend used to sell them wholesale, but he stopped, and now I can't get them anywhere! Very dissappointing." ... "So, you wanna know how I heard of PBM, do you? Well, I asked for (and obviously received) Diplomacy as one of my Christmas gifts. I liked the idea and quickly started getting games up with my friends. However, in June, my dad got a new job, and we moved from Louisville, Kentucky, to here (So.Carolina). I knew no one. Without any opponents, I wanted to get involved in PBM. I bought THE GENERAL (vol22 #5) which had a good, large article on PBM. I also bought the GAMERS GUIDE. THE GENERAL listed some names,"...

"You and Heinowski are the only ones that bothered to really talk to me. Everyone else sent a

sample and left it to me to figure out what was going on. So that's the story. Now I'm signed up in three games (including yours), and am waiting for Winter 00 to roll around.

Thanks for your letter. I look forward to a rousing game and the highest quality zine yet."

As I mentioned, there is only one other place in the world named Nashua and that isn't a high tech area. This Nashua has had high tech since before it left the west coast- Sanders Associates has been doing this for about 25 years, for the government. My brother (he's a systems analyst for Wang; he works at the Wang tower in Lowell), tells me he thinks the "Nashua" disk comes out of Nashua Corp., another old high tech firm. I'll see if I can get you an address to write and inquire, if you like.

Thanks for the impressions- no flyer in the game talking about PBM, with an address on it -right?

Highest quality zine yet? My! I hope it can live up to that.

Thanks.

(Jim Diehl): 2/12/86

..."Dave McCrumb says you have a quality publication. That's why I'm subscribing to "Kaissa". It is frustrating getting zines so poorly done one can barely read the results.

A good game fee usually brings fine, serious gamers. This is also important."

Thanks; more recently Dave reaffirmed this and repeated my oft mention claim- I have the best game report maps in the field. I did have some confusing problems in communication with one of the other two TAG people who came over to K, Bob Addison, who I hope is receiving everything alright now. These aren't defections- let me say that The Appalachian General is a quality publication in its own right.

And now another letter from Jim on something of great import!

(Jim Deihl): 4/1/86

..."P.S. Folks may want to introduce the game to youngsters or to children who can read the zine. Really, it is not necessary to have four letter words in a game zine. When a "kid" wants to "rebel" he writes "dirty words" - usually due to a lack of command of the English language.

That's my opinion."

A fine opinion it is too. Now let me tell you why you are dead wrong.

Firstly, children do not use vulgar words due to a lack of command of the language; any 4th rate sociologist could tell you that much. The party in question is a professional publisher and editor, formerly for newspapers and now in music. I, need I remind all, have not only published and edited newsletters for 10 years, but in the course of my role as a Professional Gamemaster it was pointed out that what I really do for a living, especially in light of role-play games, is creative writing. In spite of the occasional typo, I have an excellent command of the language, and if I feel like using a fine old Anglo-Saxonism, I shall do so. It is naive to presume some sort of deficiency is required to be able to perform acts of social intercourse - and there is no more common act of genial social intercourse, in public that is, than speech. If the setting happens to be a high school playground, or a construction site, or under attack by biting insect life, then vulgarisms are going to be a part of that.

However, that isn't my own point. I'm not even going to quote the first amendment, although that does apply, too. I feel there is a more important issue which you've raised.

Role play games are in the news for a number of reasons- one is an alleged number of suicides connected with Dungeons & Dragons a game by TSR. In a recent 60 MINUTES report the thing that struck me particularly (after I got over Gygax shorting Dave Arneson credit for the creation of D&D, that is) was the ready availability of firearms in the homes involved and the small amount of parental supervision or responsibility. However, that isn't the point either. The point is that role-play games had a fairly high age percentile in the 70's; in LORDS OF VALETIA, for example, the average age in 1978 was 29, and about 25% were between 26 and 32. I suspect that D&D was first played by wargamers, and Society For Creative Anachronism aficionados, as well as SF&F fans. The age ranking was probably college or better throughout.

Then the almighty TSR had a brainstorm- why don't we market

this for the 13-17 year set? In less than two years thier sales doubled and tripled, they had a major distributor (Random House) and the teens swamped the stores. Sales boomed, and the deaths started.

Now, I personally don't believe there was any causal connection - the evidence simply doesn't hold up for one thing. Nevertheless, it is a possibility.

In the 3rd Edition LORDS OF VALETIA rulebook, which came out in 1978, and the 4th Edition in 1980, I specifically stated that I couldn't guess if there was harm in such things, to developing minds. I wasn't going to try to decide this. However, harm or no, an adult has the right to decide what he will or won't do, and must gauge such affects on the personal level. The responsibility becomes his own. So, I banned participation by anyone under the age of 18. I run adult games on an adult level. I use adult language. Over 99,999 of each 100,000 words is still harmless, but I reserve the right to use that last word as well. In short: I feel that TSR, by putting thier game in the hands of children did a major disservice to themselves, those children, and the entire field. They, and anyone else who exposes children to wargaming should be ashamed. I have nothing to be ashamed of because I provide adult entertainment for adults; a setting for a particular form of social intercourse and entertainment. If that should include an off-color remark, a lurid tale, an occasional ribald joke, or a tried-and-true Anglo-Saxonism, then that is acceptable among mature adults who recognize thier right to partake, or abstain from partaking, of whatever is legally and privately available for thier liesure time activities.

Moreover, let us take the game of Diplomacy®. This is a game in which lying is prized. The precedent of breaking the law for entertainment is also present when you consider the destructive advise of one irresponsible individual who praises such activities. People like that have swayed adults into questioning if such an act could be excused, in certain circumstances. How much more effect does this have on the developing minds of the young? To introduce children to a game which involves, in fact requires, lying, and can lead to the accept-

ing of deception and deceit as a mode of accomplishment, strikes me as the height of irresponsibility. Adults have the mind and, at the very least, the right to make such choices and, if they encounter something upsetting unawares, should have, indeed must have the maturity to cope with it. Children have no such option either in theory or practice - they are and will be affected in some way, although I leave the degree and direction to a debate among those so qualified. All that I have to say is that Cygax and others like him should have kept the gaming field in adult territory. This isn't to say that children can't be exposed to wargames, per se, under the proper supervision. It is to say that without that supervision, even something as harmless as a game can become a dangerous thing.

My suggestion is that you not censure me for using or defending the use of a vulgar expression, in a zine which you might like to show to a child. My suggestion is that if you monitor what your children read so poorly that it could be seen without your consent, that it is your supervision that needs work, and not my vocabulary.

I am literate, and intelligent. I have an IQ of 143. I've run a business for over 13 years. I neither lack command of the english language, nor am I constrained to use vulgar expressions due to any desire to rebel; neither am I a child. Those particular allusions, all of which I failed to appreciate kindly, do not apply here. Nevertheless, I will also use whatever expression does seem appropriate, given the purpose intended, and that may (nay, will) include vulgarisms from time to time.

I can make my points as eloquently as I wish, and have no doubt that I can structure a piece of text well enough, according to the point to be made and the audience to whom it is directed. However, please bear in mind that I could as easily have made this entire reply in just two words...

* * * * *

NAV(Offices)- Cont.From Pg.13.

and Designators to new variants to tell them apart.

U.S. Orphan Service James R. Burgess Jr., 100 Holden St., Providence RI 02908

Granite Archive W.E.J.Hinton Jr Compiles and preserves gaming hobby newsletters; makes copies available.

North American Variant Bank Fred C.Davis Jr., 1427 Clairidge Rd., Baltimore MD 21207. Collects and preserves variants of Diplomacy and makes copies available.

Ombudsman Service John Caruso, 29-10 164th St., Flushing NY 11358. Offers help in moderating disputes between players and/or Gamemasters.

American Zine Bank Simon Bill- enness, 630 Victory Blvd, apt.6F; Staten Island NY 10301. For \$2 will distribute donated samples of current zines to requestors. (Not an Archive).

Postal Locator Custodian W.E.J. Hinton Jr. Keeps a listing of those wishing to find games.

NOVICE ITEMS:

The NOVICE HANDBOOK: "A WORD To The Wise", \$3, W.E.J.Hinton Jr

Diplomacy Introductory Publication (FREE? SASE?) Steven Arnoldian, 602 Hemlock Circle, Lansdale PA 19446.

(Legitimate Hobby Offices appears each odd numbered issue).

Deadlines

The deadline for games 1984 IV and 1985HU is A Saturday: October 18, 1986.

The Deadline for 1986??(1), 1986??(3) is on a Friday: October 17, 1986.

Game 1986??(2) is a 6-week Deadline game due on a Friday: October 31, 1986.

Sub thru #114
Games

Game Codes: {} Soft Brackets= Editor's/Gamemaster's comments ((traditionally in double parenthesis)). [] Hard Brackets=Game fee code; %=Standby acquired position (no fee); @=No Fee Game or Player. #Cr.=where # is the number of turn credits still in the account.

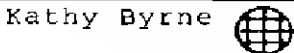
* * * * *

1984IV YOUR SEPERATION DIPLOMACY
Orwell WISH IS MY COM- CM:Hinton
Game MAND. Winter'03

Autumn 1903: 1TA 2A 1Le/r/d.

1F 1on/r/Nap.

ENGLAND(J.Robert Baker): NMR! CM
removes 1A Pic. 1/4X.(3100

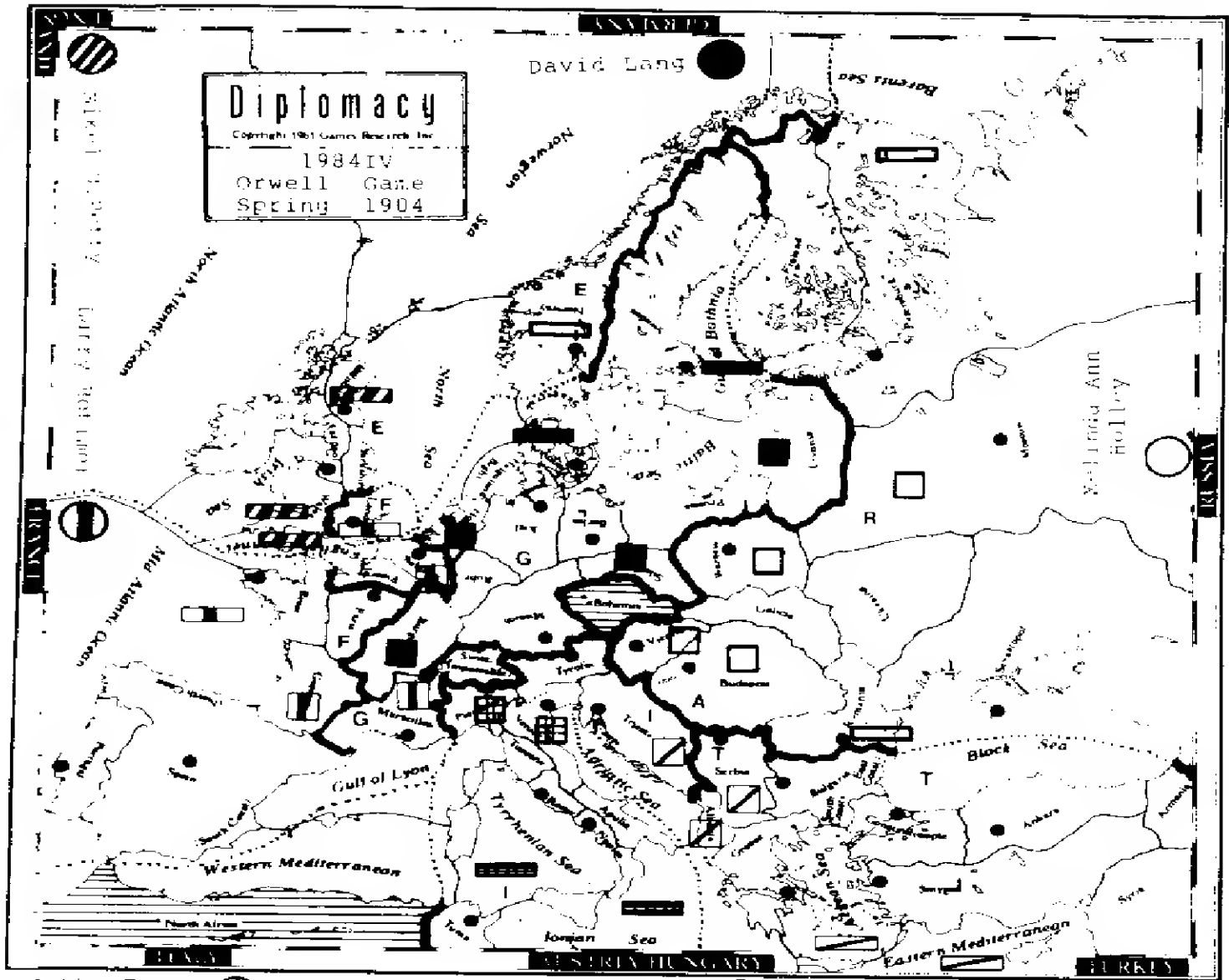


J.R. has NMRed again (sigh), so will Mikel Petty please stand-by for England for next time (See HU for address). J.R. also must renew the gamefee to continue- however his account (sub) is not correct last issue due to artwork credit just added. (Check account)

Geoffrey is moving- just a bit as of August 15. His phone may change too, he warns- although I would tend to doubt it unless the to apartments cross a boundary of some kind. We'll see next time.

BLACK (By territory of issue.)
PRESS Editors' comments in (()).
"From Elsewhere"

* Felhaven: There ain't none- now
that's a change! Not even anyth-
ing from Cochise!?! Will I stand
the strain!



Kathy Byrne



Geoffrey Richard



1984IV LOOKS LIKE DIPLOMACY
Orwell ENGLAND PUT GM:Hinton
Game UPON FROM ALL Spring'04
SIDES. SULTAN

OVERTHROWS POPESS; GERMANY
SPRAWLS. PRESIDENT GETS A
HAND, LOSES WORTHLESS SPACE.

ENGLAND(Mikel Petty): 1F Eng S
3F Wal-Lon, 2F Nwy-H/r/Nwg, Bar
Ska,d/, 3F Wal-Lon, 4F Cly-Edi
[*].

FRANCE(Larry Botimer): 2A Spa-Mar
3A Bur-Bel, WA Par-Gas, 1F Lon
S RUS 1F Nth(NSO), 2F Mid-Eng,
[*].

GERMANY(David Lang): 1A Sil-War,
2A Hol-H, 3A Pru-Lvn, 4A Pie
S 5A Mun-Bur/r/d/!, 5A Mun-Bur
1F Swe-Bot, 2F kie-Den [*]

ITALY(Kathy Byrne): 1A Tri-Ven/r/
Tyr,d/, 3A Ven-Apu, 4A Pie S
FRA 2A Spa-Mar, 1F Nap-Ion, 2F
Tys S 1F Nap-Ion.[*]

RUSSIA(Melinda Ann Holley): 1A
Bud S TUR 1A Ser-Tri, 2A Vie S
TUP 1A Ser-Tri, 3A War-H, 4A
Mos S 3A War, 1F Nth-Nwy, 2F
Rum-H, 3F Pnc S 1F Nth-Nwy.
[6Cr.]

TURKEY(Geoffrey Richard): 1A Ser-
Tri, 2A Bul-Ser, 3A Gre-Alb,
1F Con-Aeg, 2F Ion-Apu/r/Tun,
Adr,d/, 3F Eas-Ion. [4Cr.]

Notes:

Geof has a new apartment and
Phone #; I regretfully note that
J.R.Baker has NMRED again- but
this time, twice in a row. He is
dropped from England and Petty is
permanent.

BLACK (By territory of issue)
PRESS Editors' comments in { }

"From France"

* Fra - Mad Madam Mim of Flush-
ing: I see you like your French-

men as friendly toads, nothing more. Too bad.

* Fra - Ber: I've heard the Dacha's on the Black Sea *Riviera* are a great vacation spot for tired armies.

* Fra - Tur: Uh Oh, you trusted Melinda? Brother, I hope you're in good with the almighty because he's the only one who can save you from the evil sorceress. {Oh Great! Here come the flying sorceress jokes!}

* Par - Lon: There will be no Dunkirk!

* Par - Mos: You are a devious Lady! I'm starting to believe what Kathy says.

* * * *

1985HU MID-MED CRUIS- DIPLOMACY
Golden ES FOR ALL! GM:Hinton
Dawn CZAR BESEIGED. Spring'03
BEF ON ALERT!

ENGLAND(Mikel Petty): 1A Swe-Fin,
2A Lon-H, 3A Lpl-Yor, 1F Den S
2F Nor-Swe, 2F Nor-Swe, 3F Hol-
Hel, 4F Edi-Nth.(4800 Hindman
Dr., Orlando FL 32806 (305)275-
5096).@

FRANCE(James Martin): 1A Bel-Hol,
2A Gas-Bur, 3A Ruh S A Gas-Bur,
1F Wes-Lyo, 2F Mid-Wes, 3F Pie-
Tus.(2940 W.Julie Dr., Phoenix
AZ 85027).@

GERMANY(Paul Kelly): 2A Mun S 3A
Kie, 3A Kie S 2A Mun, 2F Bal-
Ber.(3330 Esperanza Dr., Con-
cord CA 94519).@

ITALY(Lance O.Anderson): 1A Tun-
H, 2A Ven-Rom, 2F Apu-Ion,(5631
Spring Valley #134; Dallas TX
75240 (214)991-8230).@

RUSSIA(Michael Grubb): 1A Mos S
1F Pru-Lvn/r/StP,d/, 1F Pru-
Lvn.(1724 Windsor Blvd., Bir-
mingham AL 35209. (205)879-
5948).@

AUSTRIA-HUNGARY(Larry Botimer):
1A War S TUR 3A Sev-Mos, 2A Ser-
Tri, 3A Tyr S 6A Tri-Ven, 4A
Gal-Ukr, 5A Vie-Boh, 6A Tri-
Ven, 1F Nap-Apu.(13833 N.E.
11th St, #j-3; Bellevue WA
98005).@

TURKEY(Thomas Adams): 1A Gre-H,
2A Bul-Rum, 3A Sev-Mos, 1F Bla-
Con, 2F Aeg-Ion, 3F Ion-TyS.
(705A Salerno Cir., Ft.Devans
MA 01433).@

Notes:

Mikel check the s/b list!

Thomas Adams, who runs Spell-
binder Games, will resign due to
lack of time. I think I have a
novice standby, but I will still
need final orders for next turn.

BLACK (By territory of issue.)
PRESS Editors' comments in (()),

"From France"

* France to Austria: If you're sampling Italian Pizza in Naples, it's only a matter of time before you'll want pasta in Rome. You can't fool us!

* France to Italy: I hope you don't think Austria and Turkey are your good buddies. Perhaps they're renting Naples?!

* France to Russia: They're prob-
ably going to take one more bite
of you (it can't be helped), then
you'll start back.

"From Russia"

* Russia-The World:
Though much is taken, much abides,
And that which we are, we are-
One equal temper of heroic hearts
Made weak by time and fate
But strong in will
To strive, to seek, to find-
And not to yield.
("Ulysses", Tennyson).

"From Austria-Hungary"

* Aus-Tur: Your plan is working
out fine, let's stick with it.

* AUS-Ger: Well, I keep waiting
and now I see what happens.

* Aus-Rus: Sorry, but at this
point my Turkish ally needs your
dot.

"From Turkey"

* Tur to Lance: I really was
shocked at Austria's opportunism.
On the other hand, it seems you've
thrown in with the frog ("sold
out" I believe was the exact word-
ing...). In spite of this I am
continuing to honor the Turko-
Italian mutual defense agreement
by positioning my navy stop the
true agressor, France.

* Tur-Ger: Hang in there, baby.
Help is just around the corner...

* Tur-Eng: When are you going
to realize your navy's only real
mission, now, is to take out
France. You don't need him.

* * * *

1985HU THANKSGIVING: DIPLOMACY
Golden TWO TOM GM:Hinton
Dawn TURKEYS TRADED Fall 1903
WHILE ALL EUROPE
DINES ON BEAR, EAGLE AND
SPAGHETTI. NO WORD FROM
POPE; KAISER AND CZAR SIT.

ENGLAND(Mikel Petty): 1A Fin-Nwy,
2A Lon-Yor, 3A Yor-Kie, 1F Den
S 3A Yor-Kie, 2F Swe-Bot, 3F
Hel C 3A Yor-Kie, 4F Nth C 3A
Yor-Kie.[@]

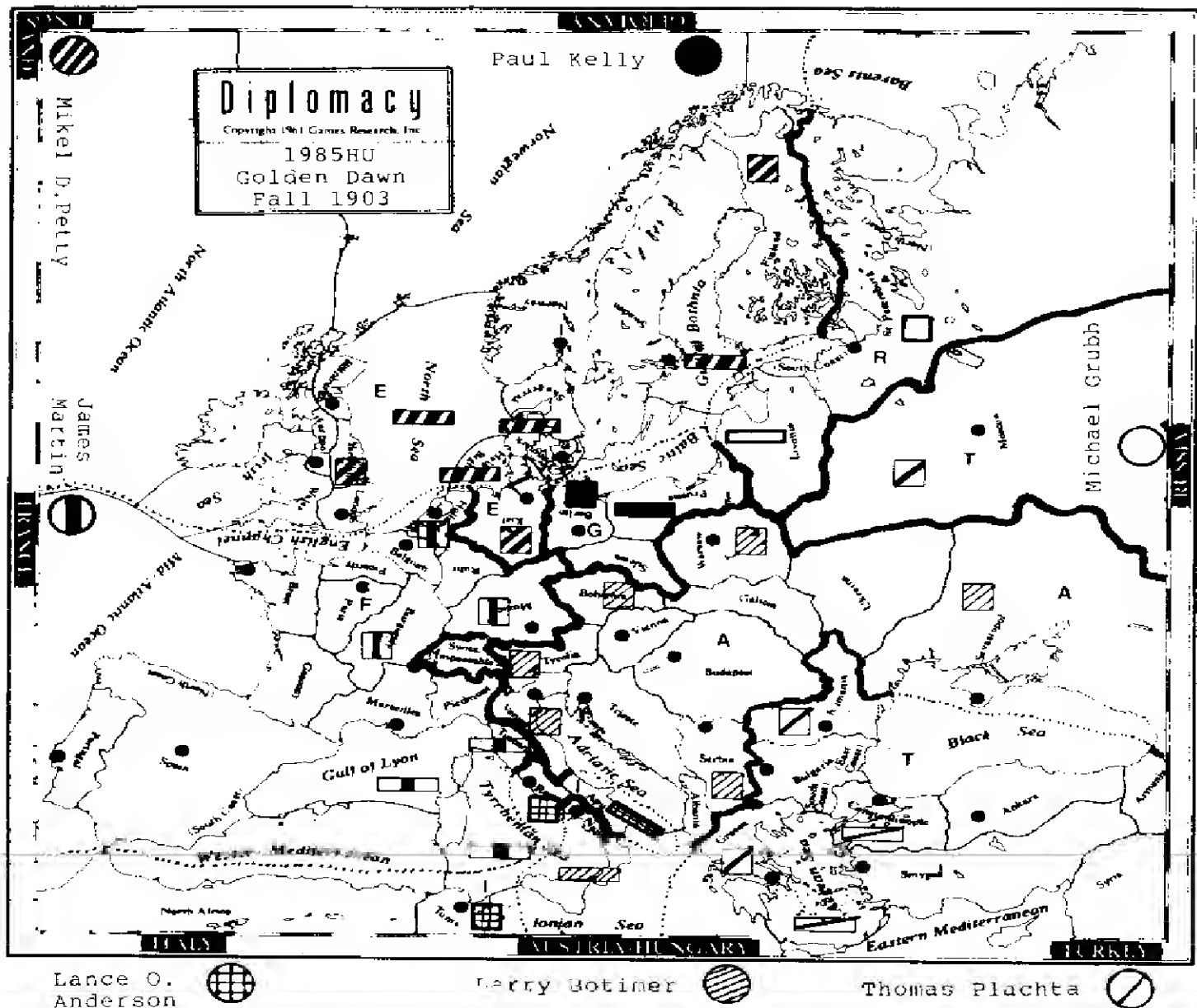
FRANCE(Jim Martin): 1A Hol S ENG
3A Yor-Kie, 2A Bur S 3A Ruh-



Thomas Adams

Centers/Unit Positions/Adjustment

(7) A: Gre, Rum, Mos; F: Con, Aeq,
(TyS). (5/6) DISBAND AND BUILD
TWO or RETREAT AND BUILD ONE



Notes:

Lance and Michael both have COAs (Changes of Address). I've asked David Staples if he would standby in case Lance NMRs a 2nd time. Thomas Adams, turkey, has resigned although I had asked him for final orders. Thomas Plachta will assume this position as new player of record.

The Austrian order failed (nso = No Such Order) because A Mun moved. IMP=Impossible order. Winter 1903 and Spring 1904 were called together unless any one player requests a separation of Seasons. Press follows next results.

1986?? NEW GAME ! DIPLOMACY
 #1) EL-CHEAPO NOV- GM:Hinton
 El- ICE GAME FILLS Winter'00
 Cheapo (THERE ARE
 PLENTY OF SIGNEES
 AND TO SPARE)!! OFF WE GO
 TO GAMLAND !

Doug Booze
 Patrick O'Brien
 Fred Chang
 Derryl Irion
 Mark Sheron
 Richard Smith
 Kent Tobin

Yes fans, the dis-
 count PBM begin-
 ners' Dip game is
 now filled. To
 the left is the
 player list. All
 players were in-
 formed of the

gamestart in Player's Choice #4,
 8/26/86. Stephen Patterson who
 was signed up, had to drop and
 Fred Chang was contacted next.

Positions were assigned in Player's Choice #9, 9/11/86 and the Deadline of 10/17/86 set for the receipt of Spring 1901 orders.

Player bio's and assignments will appear in K#112.

* * * * *

1986?? NEW GAME 1 DIPLOMACY
#(2) EL-CHEAPO ANY- GM:Hinton
Outer BODY GAME NOW Winter'00
Limits FULL! NAME IS
CHANGED, RANKS
SET AND CURTAIN ABOUT TO GO
UP FOR THE PERFORMANCE!

Larry Botimer Yes fans, the dis-
Les Casey count PBM general
Jim Diehl entry game is now
Eric Hammer filled! To the
Simon Lack left is the play-
Chris Mattern er list. All
Jim McCarthy players were in-
formed of the
start in Player's Choice #5, 8/26
/86. Positions were assigned in
Player's Choice #8, 9/10/86 and
the Deadline set for October 31,
1986. Due to the two Canadians
present, this is a 6-week game.
Bio's & assignments will appear
in K#112.

* * * * *

1986?? NEW GAME 1 DIPLOMACY
#(3) NO FRILLS GM:Hinton
Grau- FLIGHT NOW Winter'00
stark BOARDING AT
THIS GATE! ALL
ABOARD !!!

Bob Addison Yes fans (oh
David Andersson don't tell me
Larry Botimer he's going to
Mark Coldiron start them all
Jim Diehl the same way!))
Eric Hammer the third new
David Rice game convenes!
How did that

happen? Well, no matter. This
is the first of the NO FRILLS
series of games- hard core, old
style games such as you still get
in many zines. Each will be giv-
en an appropriate name and this
one is the Graustark. The play-
er list is above, as announced
to them in Player's Choice #6,
8/26/86; and positions were as-
signed in Player's Choice #7, 9/
10/86, and the Deadline of Oct.
17, 1986 set for Spring 1901. Re-
member- no map with this game.
Bio's and assignments will appear
in K#112.

GAMESMASTERS PUBLISHERS ASSN. 20 Almont St.
Nashua, New Hampshire, 03060

Inflict
Upon

Lance O. Anderson
7711 El Padre Ln.
Dallas TX 75248

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